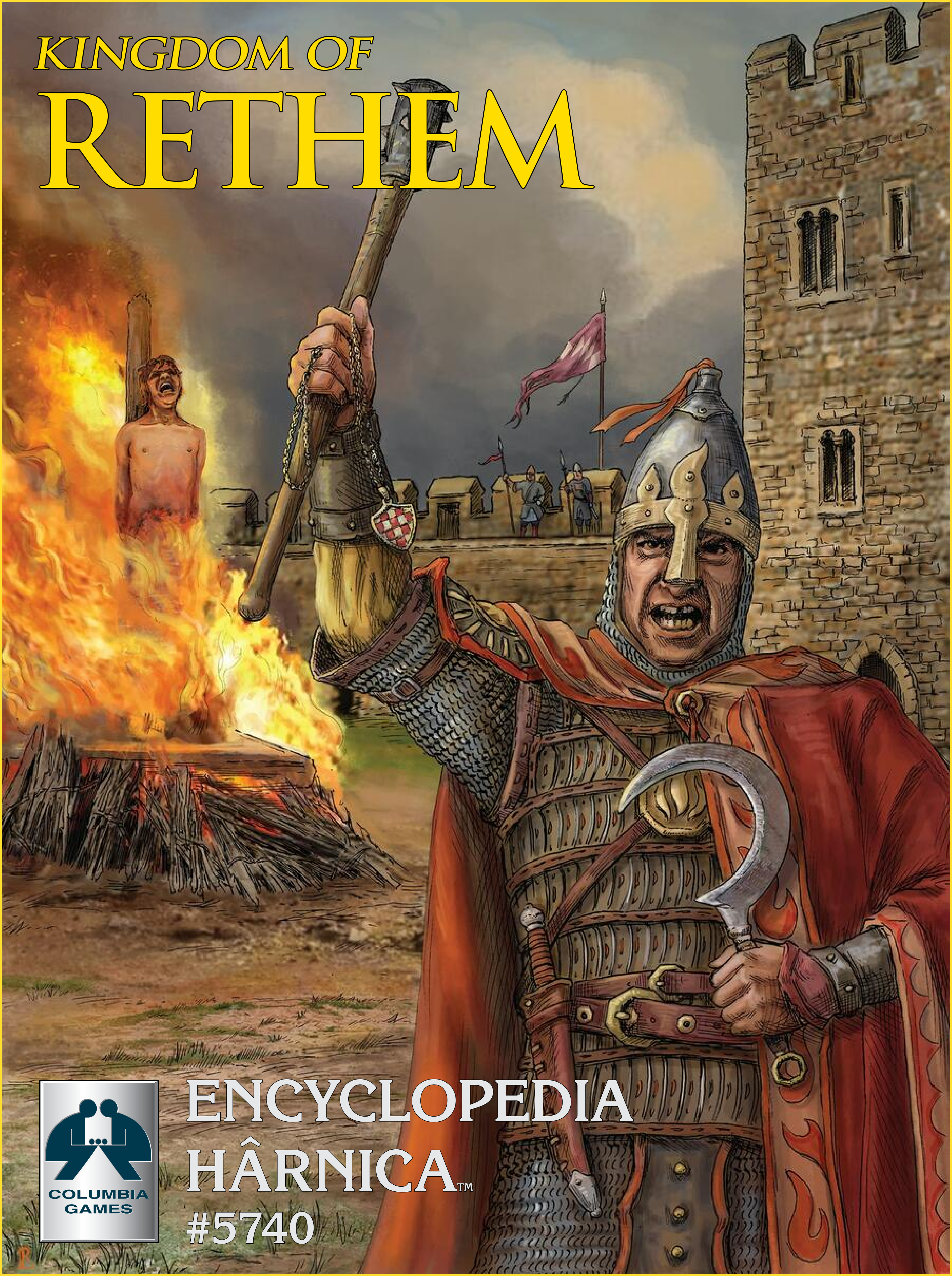
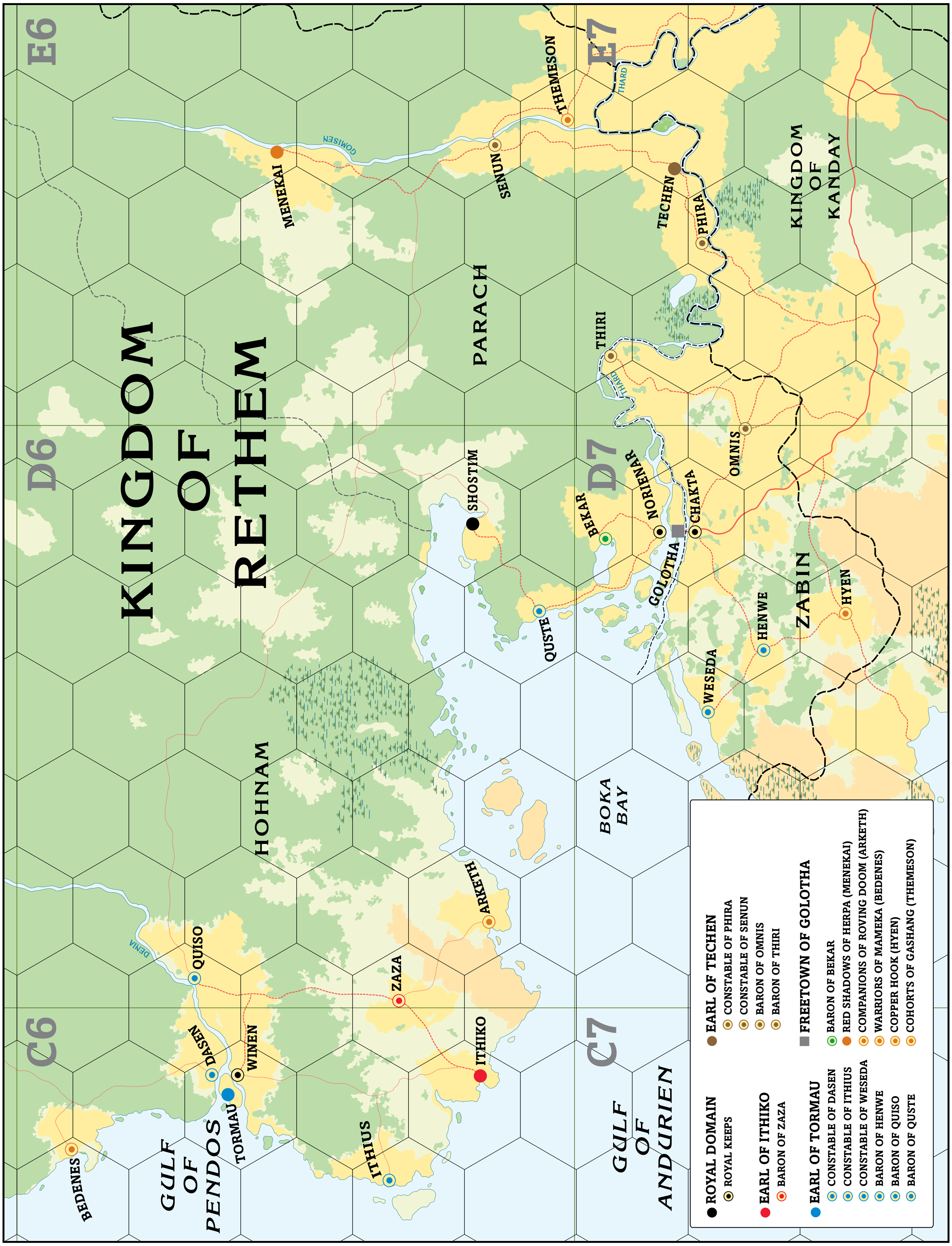
KINGDOM OF
RETHEM



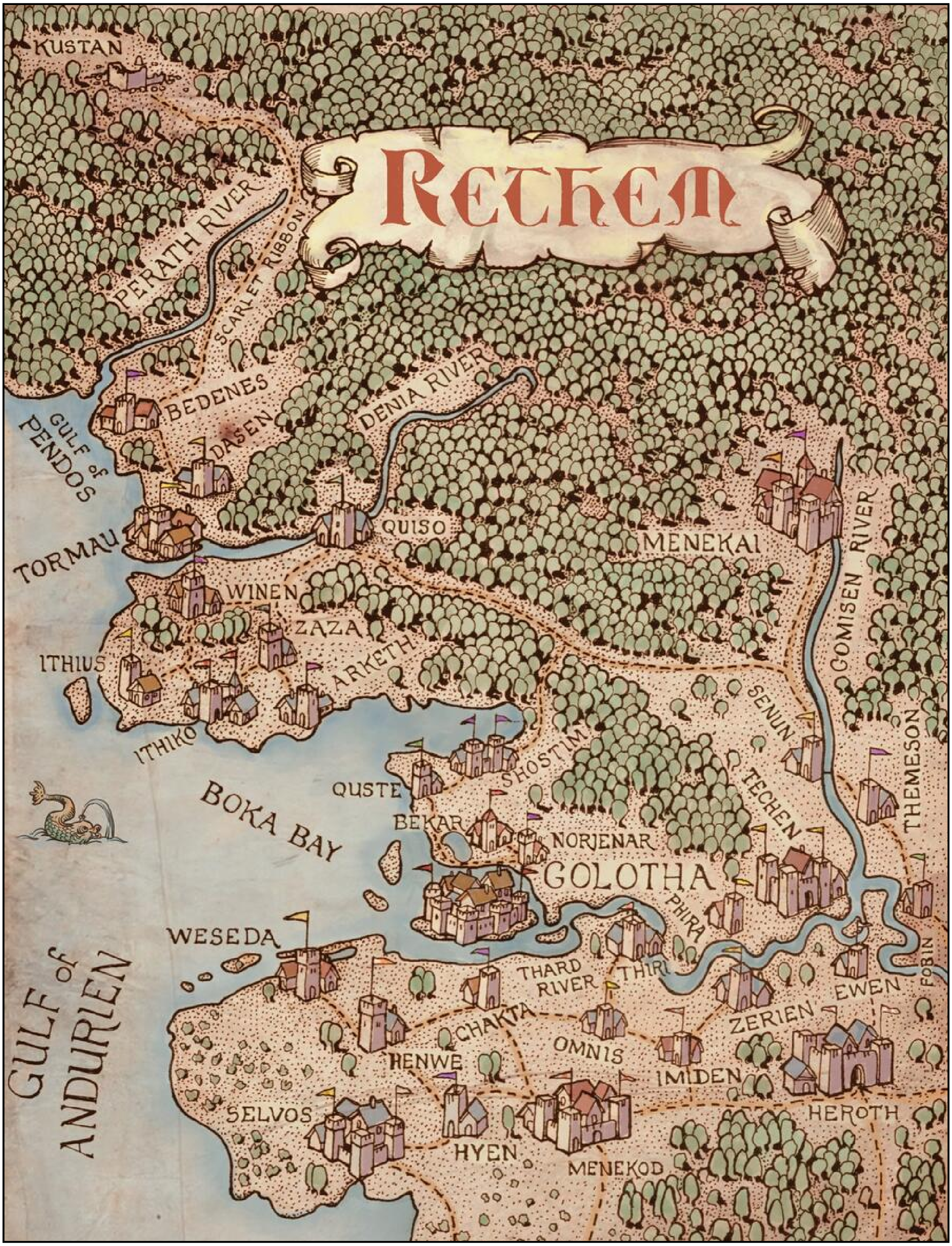
ENCYCLOPEDIA
HÂRNICA™
#5740

COLUMBIA
GAMES

POLITICAL MAP RETHEM 1


KINGDOM OF RETHEM
KINGDOM OF KANDAY
PARACH
HOHNAM
ZABIN
BOKA BAY
GULF OF PENDOS
GULF OF ANDURIEN
E6
E7
D6
D7
C6
C7
MENEKAI
SENUN
THEMESON
TECHEN
PHIRA
THIRI
OMNIS
SHOSTIM
BEKAR
NORIENAR
CHAKTA
GOLOTHA
QUSTE
HENWE
HYEN
WESEDA
ARKETH
QUISO
ZAZA
ITHIKO
DASEN
WINEN
TORMAU
ITHIUS
BEDENES
GOMISEN
THARD
DENIA
● ROYAL DOMAIN
ROYAL KEEPS
● EARL OF ITHIKO
BARON OF ZAZA
● EARL OF TORMAU
CONSTABLE OF DASEN
CONSTABLE OF ITHIUS
CONSTABLE OF WESEDA
BARON OF HENWE
BARON OF QUISO
BARON OF QUSTE
● EARL OF TECHEN
CONSTABLE OF PHIRA
CONSTABLE OF SENUN
BARON OF OMNIS
BARON OF THIRI
■ FREETOWN OF GOLOTHA
BARON OF BEKAR
RED SHADOWS OF HERPA (MENEKAI)
COMPANIONS OF ROVING DOOM (ARKETH)
WARRIORS OF MAMEKA (BEDENES)
COPPER HOOK (HYEN)
COHORTS OF GASHANG (THEMESON)

RETHEM 2 PLAYER MAP


RETHEM
KUSTAN
PERATH RIVER
SCARLET RIBBON
BEDENES
DASEN
DENIA RIVER
GULF of PENDOS
TORMAU
QUISO
MENEKAI
WINEN
ZAZA
ARKETH
ITHIUS
ITHIKO
COMISEN RIVER
THEMESON
SENUN
TECHEN
SHOSTIM
QUSTE
BEKAR
NORJENAR
BOKA BAY
GOLOTHA
PHIRA
WESEDA
THARD RIVER
THIRL
FOBIN
EWEN
ZERIEN
CHAKTA
OMNIS
IMIDEN
HENWE
GULF of ANDURLEN
HEROTH
SELVOS
HYEN
MENEKOD

Copyright © 1985–2022, Columbia Games, Inc. Permission to photocopy.

ethem is a feudal kingdom in western Hârn. Founded in 635, the Kingdom of Rethem is the latest stage in a bloody evolution that started with Corani imperial conquest and passed through Morgathian revolt, barbarian conquest, Agrikan ascendancy, and a brutal attempt at feudalism by force. The political situation is still far from settled and the threat of civil war looms over the kingdom.

Rethem is bounded by the Kingdom of Kanday to the south, Kuboran tribal lands to the north, and the Thardic Republic to the east. With its long history of violence, a rulership built on cunning and strength, and its shaky political structure, Rethem is viewed warily by its neighbors.

The Peran wilderness to Rethem's north is home to the Kubora, one of the fiercest and most numerous tribal peoples on Hârn. The Kingdom of Rethem was created by the conquests of a Kuboran chieftain, something that neither the tribesmen nor the Rethemi are likely to forget. The Kuboran influence is still significant in Rethem and most Rethemi nobility are of Kuboran descent, although it is not currently fashionable to admit to it.

Rethem's northern forests are rich in timber and furs and the abundant minerals of the lowlands have been extensively mined since Corani times. The fertile Thard Valley has long been one of the most densely populated regions of Hârn and boasts the strongest economy in the west.

Rethem's eighth and current ruler, King Chafin III, is not the product of a long and respected dynasty, his clan having seized the throne a mere 40 years ago. Chafin III has constructed a network of allegiances that relies upon the careful placement of minions and the manipulation of competing loyalties that he himself may not fully command. Chafin often uses the threat of invasion from the kingdom's neighbors to keep his rivals off guard.

Chafin III keeps his seat at Shostim and prefers to spend little time at the royal castle in Golotha where his wife, Queen Erela, lives. Chafin is aware that five of Rethem's seven previous monarchs have died violently. Few expect the current uneasy bout of peace in Rethem to last long. If Chafin can live long enough and unite his chronically rebellious kingdom, it is likely he will again attack hated Kanday. Chafin is more secure and shrewd than his predecessors but suspicion of his many rivals may cripple his state-building efforts. It is certain that both internal strife and external wars will reshape the kingdom in the coming years.

Location: Western Hârn
Atlas Maps: C6, D6, E6, D7, E7
Government: Monarchy
King: Chafin III
Culture: Feudal
Population: 95,000
Royal Seat: Shostim
Largest City: Golotha (free city)

CREDITS

Writers: *N. Robin Crossby, Tom Dalgliesh, Rebecca Downey, Edwin King, Kerry Mould, Richard Porter, John Sgammato*

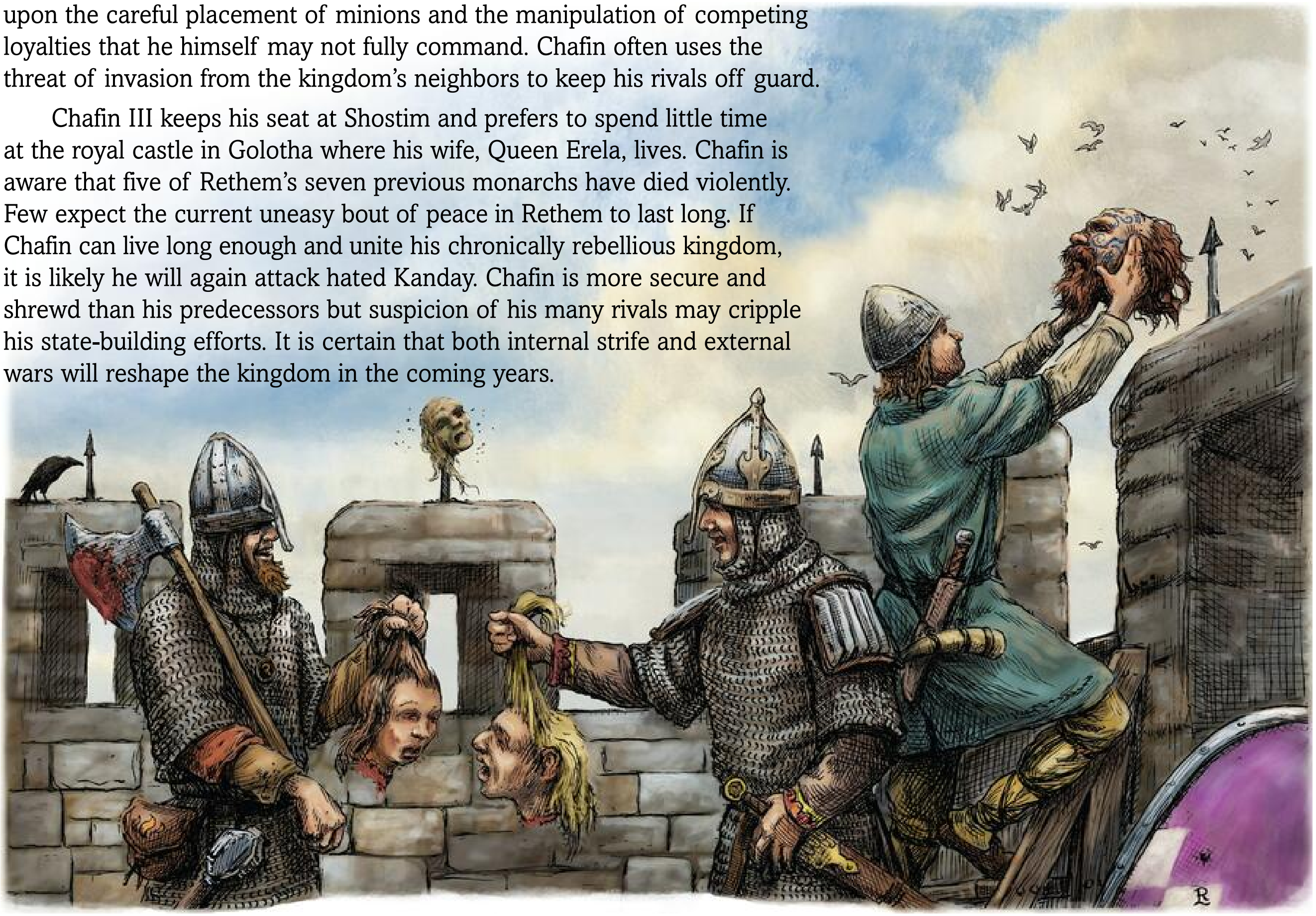
Contributors: *Joe Adams, Brent Bailey, Rob Barnes, Daniel Bell, Jonathan Davidson, Alun Rees, Matt Roegner*

Art Director: *Richard Luschek*

Maps and Heraldry: *C. I. Roegner, Matt Roegner*

Editors: *Brent Bailey, Grant Dalgliesh, Tom Dalgliesh, John Sgammato*

Layout: *Brent Bailey*



CHRONOLOGY

BT 900	Atani Wars (900–683).
683	The Battle of Sorrows.
500	Lythian raiders push Jarin tribes into western Hârn.
TR 100	Lothrim the Foulspawner rules central Hârn (100–120).
301	Corthir unites the Corani tribes.
347	The Merdi Federation is established.
366	The Battle of Klondis: Raelan killed, Coranan threatened.
377	Battle of Hereg: Merdi Federation defeated by Arosta.
388	Merethos founded (later renamed Golotha).
392	The Corani Empire is proclaimed by Malian.
398	Jenath tribes assimilated into Corani Empire.
414	Fort Kustan established, limit of empire in Peran.
453	Aleathia joins Corani Empire under Mejenes.
471	Corani Empire adopts Tuzyn Reckoning.
474	Peran tribes unite under Nebran Bondbreaker.
477	Nebran leads massacre at Kustan but dies in battle.
491	Unification Writ outlaws all faiths but Agrikanism.
521	Thard River floods, half of Merethos destroyed.
556	Thard River floods again, three-year famine follows.
558	The Balshan Jihad (558–567).
559	The Red Death plague kills thousands (559–561).
562	Balshans take Merethos, rename it Golotha.
565	Coranan captured; end of the Corani Empire.
568	Theocracy of Tekhos (568–588, until 635 in Golotha).
625	Kubora unified by Arlun the Barbarian.
629	Arlun and the united Kubora take Shostim.
635	Golotha falls, Arlun founds Rethem.
650	Arlun restores religious freedom.
656	Arlun dies. His son, Obras, takes the throne. Alliance with the Kubora collapses.
681	King Nemiran is murdered. Puril proclaims himself regent, then takes throne at end of year.
682	Ezar's War (682–697).
688	Rethem captures Sarkum and Hebon.
689	King Puril dies in Sarkum, Kabe takes the throne.
690	Andasin III of Kanday liberates Hebon but dies in assault.
692	Sarkum besieged by Queen Eriel of Kanday. King Kabe dies and Sarkum surrenders to Eriel.
694	The Order of the Crimson Dancer assassinates Queen Eriel of Kanday.
697	The Peace of Selvos ends Ezar's War.
703	Chafin I dies; his younger brother Larril is crowned Chafin II.
707	Thard floods again, Golotha damaged severely.
708	The Order of the Red Shadows of Herpa seize Themeson Keep.
711	Earl of Tormau builds Weseda Keep without license.
713	Earl of Tormau wrests Ithius from the Earl of Ithiko.
714	Order of the Eight Demons and the Cohorts of Gashang split from their parent orders, take Themeson Keep and the surrounding lands.
715	Chafin II dies, his cousin Arech is crowned Chafin III. Most of Chafin II's Royal Guard is disbanded by Chafin III and almost immediately hired by the rebellious Earl of Tormau.
720	Present day.

HISTORY

The Thard River valley has supported human settlements since before 1000 BT. The original human inhabitants were Jarin tribes migrating from the increasingly crowded Lythian mainland. The population of this fertile region swelled after the Battle of Sorrows (683 BT) as an influx of eastern Jarin and Lythians fled the aftermath of the war and dissolution of the Codominium.

By 100 TR, when Lothrim the Foulspawner conquered central Hârn, there were dozens of tribal peoples in current-day Rethem, collectively known as the Merdi in the lower Thard River valley, the Jenath along the northern coast of the Gulf of Andurien, and the Kubora throughout Peran. The Merdi traded with Lothrim's empire but were never a part of it. When the Foulspawner's realm disintegrated after the Battle of Sirion (120 TR), the tribes' simple economies were affected less than those of the civilized states to the east.

Several petty states and federations rose and fell in the wake of Lothrim's empire. None achieved any degree of permanence until 301, when Corthir united the Corani tribal nation. The Corani empire came to dominate all of western Hârn before collapsing to the Balshan Jihad in 565. It was the largest human state in Hârnic history, stretching from Lake Benath to the Gulf of Andurien and from the Pemetta River in the north to Cape Gemal in the south. Seemingly destined to rule all of Hârn, it was brought down by corruption, too many weak emperors, and a series of floods, plagues, and famines. Many settlements in the Thard River valley had their roots in the empire and most of the region's roads and ports were constructed during this period.

Western Expansion

The Merdi tribes in the Thard River valley formed a federation in 347 to counter the growing Corani threat. The Merdi Federation was a loose alliance with an elected leadership but it managed to stop westward Corani expansion for 30 years.

In 377, Arosta the Conqueror defeated the combined Merdi forces at the Battle of Hereg, north of present-day Techen. Following the slaughter, the Merdi Federation collapsed and the various tribes were gradually assimilated into the empire. Techen Keep was built in 379 and a governor was installed that same year in a wooden fortification at the traditional Merdi moot site on Orman Island. Trade was fostered with every Merdi village that paid a voluntary tax to the governor. This was the birth of a bureaucracy that integrated the Merdi into the Corani Empire.

When Arosta died in 380, the Merdi threatened rebellion. Arosta's heir, Malian, averted the insurrection by personally traveling to the Merdi moot and appealing to the tribal leaders for peace through mutual trade.

During Malian's reign, trade and communications improved and the royal bureaucracy was strengthened. The governor's fort on Orman Island and the ancient Merdi trading post there prospered as well. In 388, Malian improved the fortifications and founded the city of Merethos, now known as Golotha. The city enjoyed prosperity as a port and trading center, handling much of the empire's trade.

As the unwieldy kingdom slowly became orderly and prosperous, Malian applied his successes at Merethos to other areas of the empire. By the end of his reign, Malian had divided the empire into provinces to ease administration and created a complex and sophisticated civil service.

In the 5th century, Merethos benefited from the attention of two long-ruling, competent, expansion-minded emperors. Under Kobar and Mejenes, Merethos became a base for imperial expansion into the north.

Northern Expansion

The Jenath, a collection of agrarian and fishing tribes, welcomed the Corani as allies against their aggressive northern neighbors, the Kubora. In 390, the Corani legions, led by Malian's 19-year-old son Kobar, subdued the region and placed it under Corani control. Upon succeeding his father in 394, Kobar continued his policies of expansion. Caer Shostim was built to guard the northern approaches to Merethos and the Jenath, like the Merdi before them, were assimilated into the empire.

At the start of the 5th century, the Corani legions expanded into the northern river valleys occupied by the Kubora. Between 401 and 405, keeps were constructed at Ithiko, Zaza, and Tormau to secure the western coast and function as supply bases for northern expansion. The Kubora resisted this incursion but their frenzied attacks were no match for the trained legions of Emperor Kobar.

By 414, imperial troops had constructed the Hohnam Road and a fortress at Kustan. From there, the legions plundered the enormous natural wealth of Peran and built outposts throughout the region. The Kubora refused to be subjugated and Corani control of Peran remained tenuous except within a day's march of Kustan. The Kubora rose in revolt 12 times between 414 and 477.

Sixty years of attempts to subdue the northern Kubora were a severe drain on the imperial treasury. Despite this, economic development of the Corani-controlled areas was dramatic; paved roads were built and trade prospered. When Kobar died, the lower Thard Valley and the north coast of Boka Bay were prosperous and at peace but for limited skirmishing from the Kubora.

When Kobar's son Laketta died heirless in 443, the Kingdom of Aleathia tried to take advantage of a succession crisis by seizing Heroth Keep south of the Thard River. This invasion was the catalyst that put Mejenes, a military leader, on the throne.

With the expansion efforts of Mejenes the Great, the empire extended as far as it ever would. Emperor Mejenes defeated the Aleathian forces under King Xuaka. When Xuaka died in 453, Aleathia was peacefully absorbed into the Corani Empire as Aleathia Province, removing the southern threat to the empire.

Mejenes began a comprehensive assault on Peran. He built Mejetus at the far reach of Corani power but died of a fever while in the northern wilderness of Equeth. His death in 465 marked the beginning of the end of the Corani Empire. By 474, the Kubora tribes had begun to unify under the chieftain Nebran Bondbreaker, who made peace with the neighboring Equani and Urdu tribes and vowed to drive out the Corani invaders once and for all.

The End of Imperial Control in the West

Sylud "the Scholar," Mejenes' son, neglected the legions in favor of cultural and academic pursuits. In 477, an archaeological expedition was sent to Kustan to excavate the sacred grave of Kemlar the Guide, a Kuboran deity. This sparked a revolt that annihilated the imperial fort at Kustan. After Nebran Bondbreaker was slain in the battle, his fragile alliances died with him.

After years of neglect, the legions had few resources. The Kubora attacked the weakened settlements, burning them to the ground and leaving no survivors. The legions were driven from Peran and the region was left to the Kubora. The western provinces never again saw the level of imperial investment that had settled and built the area.

Saurach, Sylud's successor, was a religious fanatic who attempted to create an Agrikan theocracy. In 491, he banned all other religions within the empire but was assassinated within hours by a female assailant. The Church of Agrik went into a two-century decline.

Several succeeding emperors were incompetent, their reigns marked by tyranny and a series of natural disasters. Emperor Korad "the Fool," unable to respond to the crises, abandoned the west to a succession of incompetent governors and spent most of his reign issuing juvenile edicts that were promptly forgotten.

Medak, the last emperor, took the throne in 555 and worked to reverse the corruption in the provinces. His ruthless purges fell heavily on the governors of the western provinces, but the corruption ran deep.

The Balshan Jihad

During Medak's reign, a local Morgathian demagogue named Balsha of Ozrada came to prominence. Little is known of his early life, other than he was born the son of a common soldier at Ithiko in 520. Balsha preached an unorthodox, activist view of Morgathianism, stating that the misery of mortal life could be mitigated by serving Morgath while alive and that those who pleased the god had the best chance of eternal reward.

By 552, Balsha's uncannily accurate predictions of a destructive series of plagues and famines that ravaged the provinces won him a massive following. In 558, Medak deemed it wise to be rid of the "petty troublemaker" and had Balsha dragged to the impaling stake.

The prophet's martyrdom sparked the rebellion now known as the Balshan Jihad. Corani legions, crippled by the purges of Medak, were helpless against the growing revolt. The Balshans took advantage of the ravages of the Red Death and by 560 controlled Rethem Province. Merethos fell in 562 and was renamed Golotha, meaning "dark victory" or "last victory" in the Morgathian temple tongue. In 565, Coranan fell after a two-year siege. Medak and his family, captured while fleeing to Aleath, were impaled outside of Coranan.

The Theocracy of Tekhos

Horahnam of Tekhos, former governor of Shiran Province, was the victor of a savage power struggle among the Jihadists. In 568, he founded the Theocracy of Tekhos, one of Hârn's most infamous and brutal regimes.

For 20 years, the religious tribunals of Tekhos crushed opposition. Thousands were executed or forced into outlawry. In the settlements where the tribunals were based, public torture and execution became commonplace.

Horahnam was assassinated in 588 in Coranan. Within days, rebellions erupted throughout the Theocracy. Only Golotha resisted the revolt that swept Horahnam's rule away within two months.

The Interregnum

The downfall of the Theocracy of Tekhos was followed by the Interregnum, a period during which western Hârn was beset by chaos as dozens of petty states vied with each other. There was little distinction between bandits, mercenaries, raiding tribesmen, and legitimate armies. Many mercenary companies that formed during the Interregnum have descendant units operating in Rethem today.

During the Interregnum, Golotha remained a lonely relic of the Morgathian theocracy. This "Second Theocracy" or "Golothan Theocracy" was the dominant political force among the diverse states of Rethem, most of which paid it tribute and looked to it for support. The Golothan Theocracy did not spread farther than a day's ride in all directions from the city and its borders were often tested by those seeking revenge. Revolts within the city were quickly quelled. As the population dwindled, the Golothan Theocracy grew weaker.

THE KUBORAN DYNASTY

Arlun the Barbarian (635–656)

Arlun was a charismatic and highly skilled Kuboran warrior who served as a mercenary at Tormau before becoming warchief of the Obodu tribe in 621. Inspired by a vision of Kemlar, Arlun unified 90 Kuboran tribes by 625. Convinced of his destiny, Arlun trained the tribes in military strategies that he had learned at Tormau.

In 629, Arlun and his warriors swept south, destroying the settlements in what are now Kelesa, Quarien, and Fesenor hundreds and taking the fortress at Shostim. The resources he captured made his united Kubora a formidable force. Arlun's conquest was aided by southern elites who had suffered under Morgathianism.

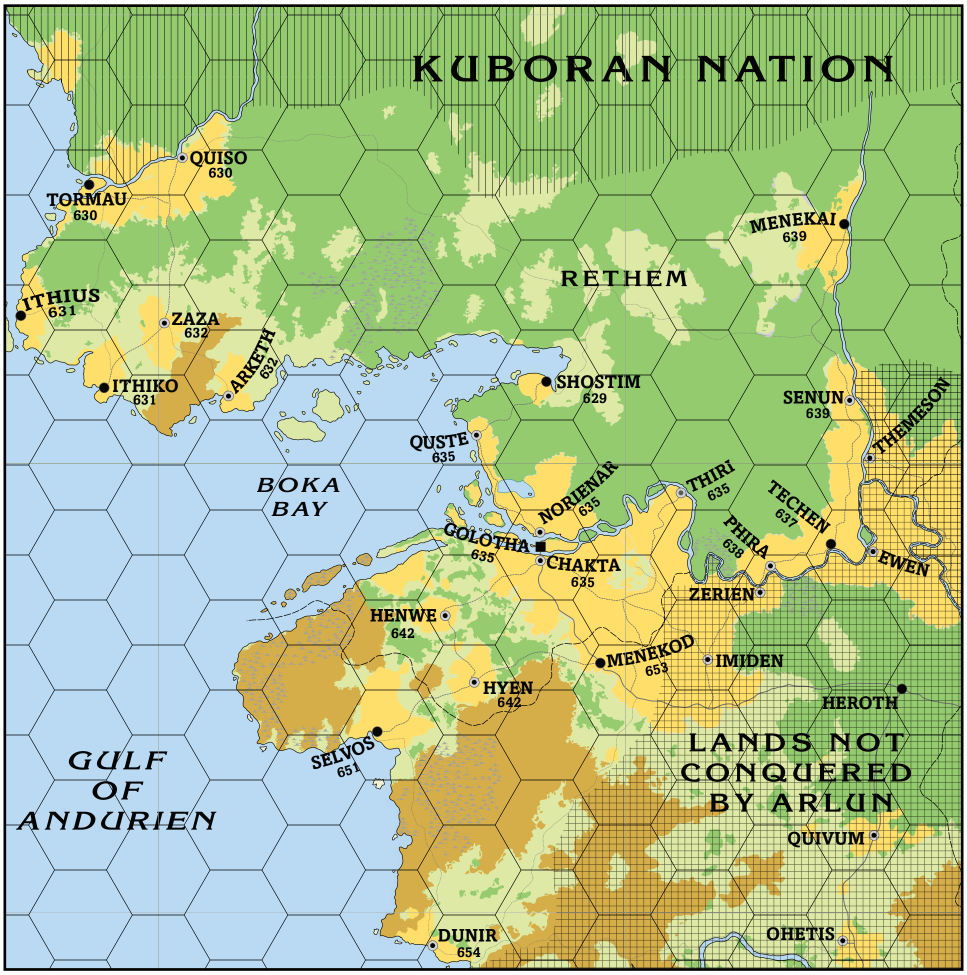
Arlun brilliantly defended Shostim against the forces of the Golothan Theocracy. When the weakened besiegers retired, he marched half of his army north. Clan Lynnaeus, which had not allied with the Golothan Theocracy, surrendered Tormau to Arlun after a brief siege. In the two years that followed, Arlun conquered all of northern Rethem. He secured his conquest by allying with the *Companions of Roving Doom,* an Agrikan fighting order, and by marrying the daughter of Henail Lynnaeus, whose descendants hold Tormau to this day.

In 635, Arlun renewed his southward expansion. A third of his army attacked Quste while he led the remainder across the Thard to seize Thiri. The Golothans, unaware of his presence at Thiri, gathered a large army and took the bait at Quste. The Kuborans retreated to Shostim as planned, pursued by the Golothans. The Theocracy's disastrously incompetent generals once again wasted men against the walls of Shostim while Arlun marched on a lightly defended Golotha. He took it with ease in the late summer of 635. The Golothan army besieging Shostim raced south to retake the city but Arlun had prepared a solid defense. The outmaneuvered Golothans came to terms. Arlun proclaimed the Kingdom of Rethem in the autumn of 635.

The Agrikan orders that had allied with Arlun encouraged his attempts to exterminate the remaining Morgathian theocrats, but this effort succeeded only in driving them underground. By 650, however, Arlun had restored religious freedom throughout the kingdom. Some believe his wife, whose clan had Morgathian roots, was behind this move, while others believe Arlun acted to offset the rising dominance of the Agrikans.

Arlun spent his reign consolidating and expanding his domain against resistance from Kanday and the Thardic League, taking Menekai and Senun from the Thardic League in 639 and pushing his southern border to Dunir and Menekod by 654. Upon his death in 656, his kingdom was the largest since the Corani Empire, extending from the Gomisen River to Cape Vikod, and from Ternu Heath to the Pemetta River.

The Campaigns of Arlun


KUBORAN NATION
QUISO 630
TORMAU 630
ITHIUS 631
ZAZA 632
ARKETH 632
ITHIKO 631
RETHEM
MENEKAI 639
SHOSTIM 629
SENUN 639
THEMESON
QUSTE 635
BOKA BAY
NORIENAR 635
THIRI 635
TECHEN 637
PHIRA 638
EWEN
GOLOTHA 635
CHAKTA 635
ZERIEN
HENWE 642
MENEKOD 653
IMIDEN
HEROTH
HYEN 642
SELVOS 651
GULF OF ANDURIEN
LANDS NOT CONQUERED BY ARLUN
QUIVUM
DUNIR 654
OHETIS

Obras the Southron (656–672)

Although some Kuborans had assimilated into southern culture during Arlun's reign, many tribesmen spurned the soft life of civilization, maintained their traditional ways, and grew increasingly discontented.

Much of their displeasure centered on Arlun's heir, Obras, whose mother was Sysene Lynnaeus, daughter of Earl Henail Lynnaeus of Tormau. Many Kuboran leaders were alarmed at the possibility at being ruled by someone of mixed blood. Arlun's attempts to mollify the growing discord only delayed the inevitable. Upon Arlun's death in 656, the Peran region was lost to the kingdom when almost all the Kubora renounced their loyalty to Obras, who they saw as a "weakling southron." Even the fierce Obodu Kubora, Arlun's original power base and the most trusted warriors in the kingdom, rejected Obras.

A series of poorly organized revolts broke out in Rethem in 657 and distracted the new king from trying to regain Peran. Obras lacked his father's abilities and could not win the firm loyalty of anyone. He continued to be beleaguered by rebellion throughout his reign. He was killed in a skirmish near Tormau while suppressing yet another revolt.

Nemiran the Zealot (672–681)

Obras' son, Nemiran, inherited a weak and chaotic kingdom and was forced to deal with several more revolts. He was a skillful politician who saw the folly of attempting to rule alone as his father had done. Using Kandian feudalism as a model, Nemiran assigned land and offices to trusted retainers in exchange for fealty and severely punished those who resisted his actions.

Nemiran is remembered as a brutal Agrikan zealot. Shortly after his conversion, Nemiran sponsored the *Order of the Octagonal Pit* and the *Order of Demon Pameshlu the Insatiable,* granting them charters to operate Pamesani games in Golotha and Shostim. He also financed the construction of their temple in Golotha. To "assist" his vassals and constables faced with revolts, real or imagined, Nemiran called on the Agrikan fighting orders, primarily the *Order of the Red Shadows of Herpa* and the *Order of the Copper Hook*. Both orders were eventually granted lands of their own.

Nemiran met the challenges of his day and created an ordered society from a failing tribal structure. Through murder and reward, he managed to unify the kingdom within four years of ascending to the throne.

Nemiran built the Palace of Perehyne in Golotha and the court moved there in 678. He was assassinated on its steps on midsummer's day in 681. Nemiran was the last king of the Kuboran dynasty.

THE HOUSE OF ARAKU

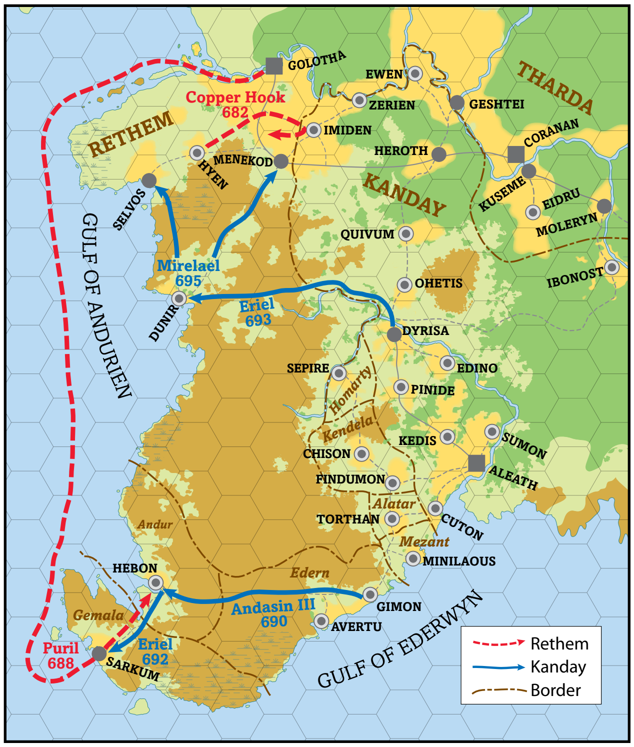
Puril (681–689)

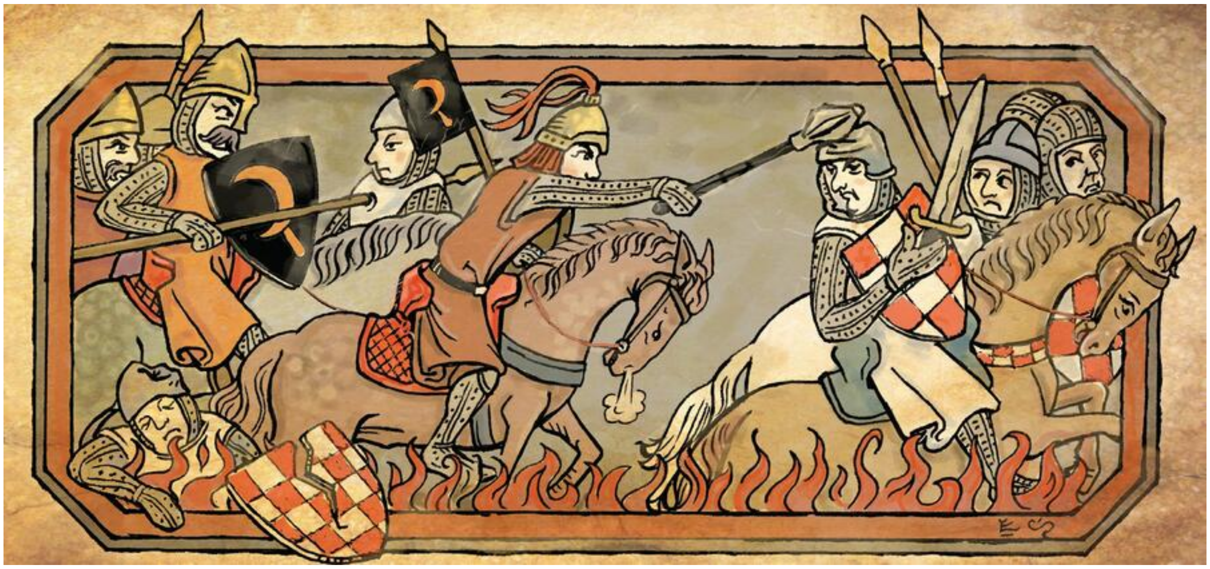
King Nemiran's murder was probably ordered by Puril, the commander of his bodyguard. After the assassination, Puril proclaimed himself regent and publicly vowed to find a proper successor. There were several possible claimants to the throne, and Puril mercilessly destroyed all of these he could find. Within six months, the Kuboran dynasty was extinct and Puril took the throne in the last month of 681.

Ezar's War (682–697)

In 682, the forces of the Copper Hook, under the direction of Akarata (fighting order grandmaster) Ezar Zhirdoka, attacked the Kandian keep of Imiden. The Laranian *Order of the Checkered Shield* quickly sent a relief force, forcing the Agrikans to withdraw. Ezar appealed to Puril for aid. The new king eagerly supported what became known as Ezar's War.

For six years, the rival armies clashed along the border with little effect, neither side able to gain a decisive advantage. In 688, Puril sailed with an army from Golotha and landed near Sarkum, then an independent ally of Kanday. Puril's plan was to take Sarkum and march east on Aleath. Achieving surprise, the Rethemi army overwhelmed Sarkum and Hebon, but Puril suffered a mortal wound in the campaign and died in Sarkum early in 689.


GOLOTHA
EWEN
THARDA
Copper Hook
682
ZERIEN
GESHTEI
RETHEM
IMIDEN
CORANAN
HEROTH
MENEKOD
HYEN
KANDAY
KUSEME
SELVOS
EIDRU
MOLERYN
QUIVUM
GULF OF ANDURIEN
Mirelael
695
OHETIS
IBONOST
Eriel
693
DUNIR
DYRISA
SEPIRE
EDINO
Homarty
PINIDE
Kendela
KEDIS
SUMON
CHISON
ALEATH
FINDUMON
Alatar
TORTHAN
CUTON
Andur
Mezant
MINILAOUS
HEBON
Edern
GIMON
Gemala
Andasin III
690
AVERTU
Puril
688
Eriel
692
SARKUM
GULF OF EDERWYN
Rethem
Kanday
Border



Kabe (689–692)

The transfer of power to Puril's son Kabe gave Kanday time to unify. The surviving petty states west of Aleath swore fealty to King Andasin III. When Kabe arrived to take command of his forces in Sarkum, he found himself besieged by a reinforced enemy army. In 690, Kandian troops recaptured Hebon, an assault that cost Andasin III his life. Kabe was still besieged in Sarkum and stubbornly refused to abandon his army. His hope that the Kandians would lose heart with Andasin's death was dashed when they rallied to the young Queen Eriel. In 692, a fire broke out in Sarkum, killing Kabe. His supporters believed he was murdered. With his death, the castle surrendered, but the war continued in the north.

Chafin I, Winner By Any Means (692–703)

Chafin, the eldest son of Kabe, was a competent strategist. Ezar's War dragged on but Chafin was able to maintain the stalemate along the Kandian border except for the loss of Dunir in 693.

Determined to win the war by any means, in 694 Chafin ordered the Agrikan *Order of the Crimson Dancer* to assassinate Queen Eriel of Kanday. Although successful, the assassin was captured and confessed under interrogation. In the lightning campaign of 695, vengeful Kandian armies seized Selvos and Menekod, crushing the resistance of the Copper Hook. Fearing the loss of further lands, Chafin sued for peace.

In 697, the Peace of Selvos ended the bitter 15-year conflict and established the present Rethem-Kanday border. The debacle of Ezar's War left Rethem on the verge on civil war. Looking for scapegoats, Chafin had Ezar executed in 698. The Order of the Crimson Dancer found itself in such disfavor with the king that they left Rethem for Orbaal in 701.

In 703, Chafin I died while hunting in the forests east of Shostim. His supporters found the circumstances questionable. Clan Lynnaeus was publicly accused of the assassination but no investigation was ordered by the new king, Chafin I's younger brother, Larril. Chafin I's mistress and two bastard children disappeared soon after his death. As Chafin I had many enemies, the truth of his death is likely to remain hidden.

Chafin II, the Timorous (703–715)

Larril, who took the name Chafin II, was a timorous monarch who spent most of his reign confined inside Caer Shostim protected by a large (and expensive) bodyguard of 300 men. Private wars and feuds replaced law and order throughout the kingdom.

In 708, the Red Shadows of Herpa crossed the Gomisen River and took Themeson Keep. The king took neither notice nor responsibility for the event, thwarting the Thardic Republic's demands for remunerations and narrowly avoiding armed conflict with the Republic.

In 711, the Earl of Tormau built Weseda Keep without royal approval on his lands near Henwe on the disputed Kandian border. The keep protects Tormau's access to the salt, stone, and iron that are key to his autonomy. When the earl seized Ithius Keep from the Earl of Ithiko in 713, Chafin II again failed to intervene.

Although Chafin II issued a number of decrees intended to protect his kingdom in the event of invasion, many went unenforced. Powerful nobles, notably the Earl of Tormau, did what they wished, as did some of the fighting orders.

Chafin II died peacefully in his bed in 715. He left no heir, a shaky border, and a rebellious and emboldened earl at Tormau. A bloody power struggle ensued.

CURRENT EVENTS

A maelstrom of murder and intrigue followed the death of Chafin II. Arech Araku, cousin to Chafin II, emerged victorious, aided by a band of thugs that assists him to this day. This ruthless and amoral man was responsible for the murders of his uncle Mykkel and his female cousin Wyrede, both of whom had better claims to the throne. Only Wyrede's children, Saval and Hesela, survived, having been taken to sanctuary with their uncle, Earl Denyl Lynnaeus of Tormau.

Taking the name Chafin III, Arech consolidated his position by placing his cronies in key offices. He has managed to reaffirm the fealty (or at least the neutrality) of the earls of Ithiko and Techen and three Agrikan fighting orders: the *Warriors of Mameka,* the *Red Shadows of Herpa,* and the *Companions of Roving Doom*. The Earl of Tormau gained power under the weak Chafin II and has yet to swear fealty or pay any taxes to the crown.

Unlike his predecessor, Chafin III is bold and capable. Many believe his skill and ambition will unite Rethem (probably by destroying or neutralizing Tormau) and redress the kingdom's losses to hated Kanday.

Relations with the Agrikan Church

Chafin III is under pressure from factions within the Agrikan Church to lead a holy crusade to spread their domain across the west by the sword. The Warriors of Mameka wish to re-take Kustan and conquer all of Peran; the Red Shadows of Herpa want to achieve the same objective from Menekai. The clerical sponsors of these orders, the Apalankh (Agrikan primate) and Kemelras Royal (bishop of Rethem), see all this through a political lens. They both feel that the wealth of the Peran wilderness would enable an Agrikan empire to consume Kanday and the Thardic Republic. They differ over which of them would achieve greatness as a result. Their support of Chafin III is based on their hope that he will stabilize Rethem and lead the crusade they favor.

Relations with the Morgathian Church

The Morgathian Church is wealthy and powerful in Golotha but elsewhere its numbers are much diminished since the days of the Theocracy of Tekhos. Some nobles and common folk in remote Hohnamshire cling to old Morgathian traditions. Between a rebellious earl and the questionable loyalty of his sheriff, Chafin has enough problems with Hohnamshire. His wife and son in Golotha are close to the Morgathian center of power. Chafin's tolerance of the Morgathians is practical, not benevolent.

Relations with Kanday

The Order of the Copper Hook has never recognized the Peace of Selvos and for 23 years has skirmished with the Order of the Checkered Shield. This ongoing conflict is not officially recognized by either Chafin III or King Andasin IV of Kanday, neither of whom wishes to provoke a recurrence of Ezar's War. Although both kings officially regard the skirmishing as a religious dispute, if either fighting order makes substantive gains, it is likely that the governments would become involved.

The Earl of Tormau views the struggle as a beneficial distraction to Chafin III. The earl has been giving covert aid in the form of money and arms to both orders through intermediaries. The earl wishes to reignite the war between Kanday and Rethem, which would allow him to make a separate peace with the Kandians and either destroy Chafin III, establish an independent kingdom, or make Tormau a major power in an expanded Kanday.

Relations with Tharda

Another problem for Chafin is the relationship between Rethem and the Thardic Republic. The seizure of Themeson Keep in 708 by the Red Shadows of Herpa has resulted in considerable strain between the two nations for the last 12 years. War was averted initially because the Republic was struggling to recover from the Thard flood of 707. Although the intrigue between the marshal and the magistrate of Gerium province (bordering Parachshire) prevents any effective action by the Thardans, the return of Themeson is a constant demand of the Thardic Senate. Chafin III has always answered these demands by claiming that, as the attack was carried out by an independent religious order during his predecessor's reign, it has nothing to do with him.

There is a powerful expansionist faction in the Republic's Senate. Chafin uses the constant threat of invasion to justify the brutal acts carried out by his forces in lands near the border with the Republic.

In 714, a schism in the Order of Herpa the Mace led to the creation of a new clerical order, the *Order of the Eight Demons.* The fighting order forces holding Themeson came under the sponsorship of this new order and split from the Red Shadows to become the *Cohorts of Gashang*. The enmity between these two factions is considerable. Chafin's inclination, if forced to make a choice, would be to return Themeson to the Thardic Republic in exchange for an alliance against Kanday, simultaneously ridding himself of the Agrikans there and further ingratiating himself with the Red Shadows of Herpa, one of his strongest supporters. However, he is not likely to initiate such an agreement before dealing with the internal threat posed by the Earl of Tormau.

Relations with the Earl of Tormau

The loyalty of one of the most powerful men in Rethem, Denyl Lynnaeus, Earl of Tormau, is in doubt. This may lead to civil war, although neither side has yet gathered enough military force to be assured of victory. The earl detests Chafin III, accusing him of plotting to seize some of his lands. Chafin suspects the earl of conspiring with Kanday.

Earl Lynnaeus has not sworn fealty to Chafin III and none of his holdings have paid taxes to the crown since Chafin's reign began. If the earl does not swear fealty soon, the king may be forced to declare him a traitor, strip him of all titles, lands, and offices, and even sentence him to death.

Upon ascending to the throne, Chafin III dismissed 180 of the 300 troops who had protected the paranoid Chafin II. The Earl of Tormau promptly recruited many of these well-trained men. Some serve him at Tormau while others are landholders in Weseda and Henwe.

The earl is actively building his private army. He has exploited his clan's historical links to the Kubora to recruit widely among the tribes. His emissaries to Orbaal and Ivinia have brought many northmen to the earl's service. He recently granted permission for a clerical clan to build a temple to Sarajin on the ruins of the old Morgathian temple in Tormau. The earl has a policy of pardoning brigands apprehended on his lands in return for service in his army or as irregular raiders to weaken Chafin's loyalists in the north.

The earl's nephew and niece, Saval and Hesela Lynnaeus, survived the murder of their mother and have a stronger blood claim to the throne than does Chafin III. Most nobles of Rethem are willing to ignore this fact as long as Chafin can maintain a degree of prosperity for his vassals. If Chafin's enemies gain strength, many nobles may opt to recognize one of these legitimate claimants to avoid a costly civil war, even if the Earl of Tormau acted as regent until his royal ward comes of age.

Clan Lynnaeus has a history of garnering power through intelligence, planning, and bold action. The isolated location of their main holdings has permitted the clan to avoid many of the conflicts that have shaken Rethem since 681. Denyl Lynnaeus benefits from the counsel of his trusted chamberlain, Nykkal of Claswith, but is unaware that Claswith is a covert agent of the Kingdom of Melderyn's mysterious Council of Eleven.

The impasse between the king and the earl has not yet deteriorated into civil war only because neither is certain of victory. Soon, however, one of them is likely to decide that they must strike before the other becomes even more powerful.

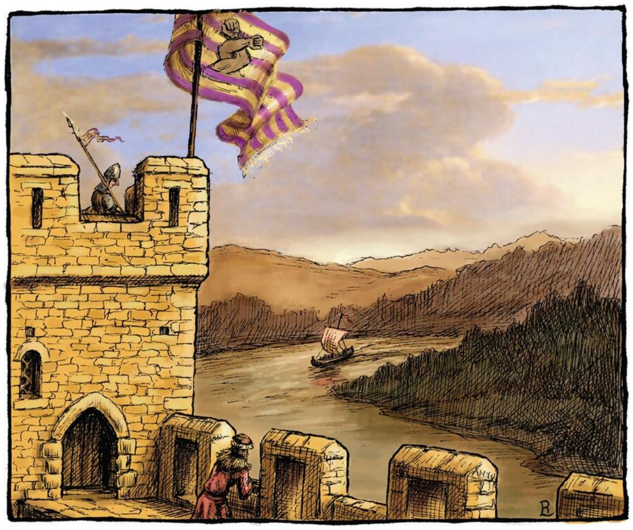
Relations with the Earl of Techen

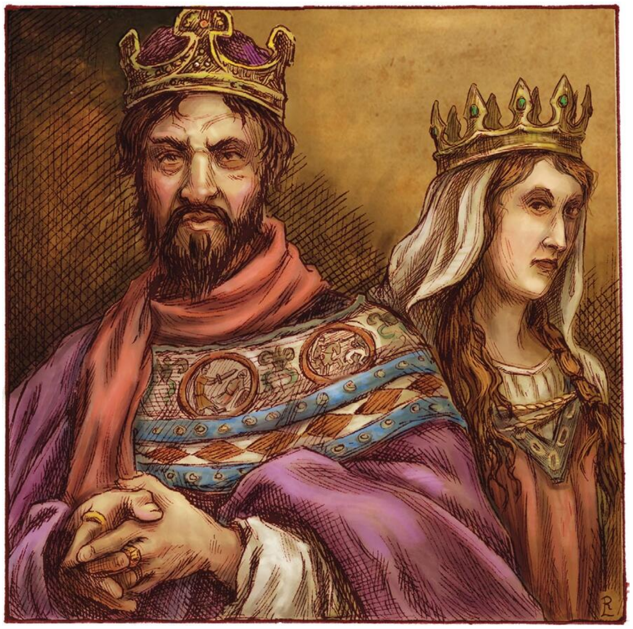
The relationship between Chafin and Revi Lenesque, Earl of Techen, can best be described as an alliance of neutrality. The earl has agreed not to involve himself in a civil war between the king and the Earl of Tormau. Lenesque desires stability, an unusual trait in a Rethemi noble, and it seems likely that he will honor this agreement. Because the earl is potentially the most powerful noble in Rethem, maintaining his neutrality is crucial to Chafin's plans. The earl seethes at the raids and arrests made on his lands by the king's men but so far has done nothing.

Earl Lenesque wants the Themeson situation to be resolved to stabilize trade relations with the Thardic Republic. He is well aware that if the problem escalates to war with the Republic, his lands and wealth will suffer heavily. The earl despises the Cohorts of Gashang and has urged the king to resolve the matter by driving them out and returning Themeson to the Republic.

Revi Lenesque has sent agents to Coranan to investigate commercial and political opportunities. Since he came into his inheritance, which the king delayed for as long as he could, his earldom has continued to be one of the kingdom's primary suppliers of weapons and armour. The earl sells to anyone but has also begun to stockpile weapons and supplies of ore and charcoal.

Lenesque has made half-hearted attempts to convince the Earl of Tormau to make peace with the king. He regards Lynnaeus as a clever but intractable man whose ambition is dangerous to the kingdom. Revi is not willing to join with the king in a direct attack on Tormau, believing the expense and risk to himself and his lands far outweigh any potential gain from such a campaign. The Earl of Tormau regards Techen as "too timid for his own hall" and privately scorns him for his unwillingness to take a firm position.





Relations with Queen Erela

Erela Lenesque became queen of Rethem at the age of 28. She helped her husband loot the Earldom of Techen during her nephew's minority. Although Revi is now earl, Erela continues to treat him with ill-concealed contempt. Her marriage is equally strained. The king's principal seat is in Shostim, while Erela and their infant son reside in Golotha. Two companies of Chafin's personal guard protect the queen and the child according to the king's wishes.

The queen demands luxury for herself and obedience from all others. She dreams up grandiose projects but cares little for planning how they are accomplished. Most of the castle staff have been inconvenienced or even endangered by the queen's endeavors. Only the king's mother has the power to disagree with Erela. The frequent, vindictive spats between the two women cause numerous headaches for Caer Chaftar's Seneschal of the Chamber, Lady Aleta Borganau.

The queen spends much of her time in consultation with the Gurim (Hârnic primate of Morgath). A devoted follower of Balsha, Erela looks to his teachings for means to preserve her fading beauty. The city's Morgathian temple provides guidance and subjects for her experiments. Erela directs a small power base of loyalists and paid informants throughout the kingdom.

The queen avoids conflict with the squabbling Agrikans, trusting her husband to maintain those relationships. The Agrikan Apalankh has worked hard to establish more cordial relations with the queen but the friction between the Warriors of Mameka and the Queen's Guard in Golotha remains a barrier.

SUCCESSION THREATS

Chafin knows he is subject to two serious succession threats. His rival in Tormau has the resources to break Hohnamshire away from Rethem but lacks the political support to keep Chafin's loyalists out of a civil war. The loyalty of some of Chafin's supporters is not reliable. The burden of a struggling economy, pressures from outside the kingdom, and Chafin's own difficult personality all make it possible that one or more key allies might abandon him if the right political cover were to emerge.

The Missing Children of Chafin I

Chafin I's mistress, Penethe Amagar, bore him a daughter, Pilnia, in 699 and a son, Kalab, in 701. Penethe and the children disappeared immediately after Chafin I's assassination in 703. Months of searching by Chafin II's Royal Guard failed to find them among Clan Amagar's holdings, which were subsequently confiscated.

The three are presumed dead by most Rethemi nobles and recorded as such by the Sanguine Saltire, the kingdom's college of heralds. If they still live, Penethe would be 41 and the children would be 20 and 18.

Two Known Heirs to a Disputed Throne

In 708, during the reign of Chafin II, Vavryse Lynnaeus married Wyrede Araku, niece of Kabe, and fathered two children, Saval and Hesela Lynnaeus.

Wyrede was murdered in the bloodbath that followed Chafin II's death, when Chafin III engineered the extermination of all rivals. By a twist of fate, Saval and Hesela escaped and were taken to their uncle, Earl Denyl Lynnaeus of Tormau. The earl blames Chafin III personally for the murder of his sister-in-law. Her children, now aged ten and five, still reside in safety at Tormau with their father, Vavryse.

Earl Denyl Lynnaeus is working to seat one of the children on the throne. Their stronger claim has thus far been ignored by the Sanguine Saltire and by most of the nobles of Rethem.

The Book of Lost Names

The power struggles in Rethem's history have led to many disappearances with its ruling clans. The fates of many members of Clan Araku and the clans of the Kuboran dynasty are unknown.

The Sanguine Saltire maintains a *Book of Lost Names* that lists all known information about these missing people, including the date and place of last confirmed sighting, known aliases and alliances, and who is believed to have been responsible for their disappearance or death. The existence of this tome is known only to select members of the college.

RELIGION

Unlike other Hârnic kingdoms, Rethem is dominated by the churches of Agrik and Morgath, giving it a reputation as "the black-souled and evil" kingdom. Although other faiths are represented, religious freedom and tolerance are not a part of Rethemi culture.

WORSHIP OF MORGATH

The religious climate in Rethem was forever changed by the Balshan Jihad and the two Morgathian theocracies that followed it. For almost 30 years, Morgathianism was the predominant religion of western Hârn. The masses flocked to Balsha's teachings that each man is measured by his abilities, not his birth, and for the promise of the "half-life eternal."

During the Theocracy of Tekhos, religious tribunals crushed all opposition. Those who failed to adopt the faith were executed or forced into outlawry. When the Theocracy fell, most people returned to their previous religion. Aspects of Morgathianism lingered, mixed in subtle ways with these other faiths.

The Morgathian power base that once prospered throughout the region is greatly diminished in size. It remains wealthy and politically strong only in Rethem. The worship of Morgath is popular primarily in Golotha but remains influential in other settlements where ambitious men have clawed their way to positions of power and status and intend to keep them. Outside Golotha, most followers are covert.

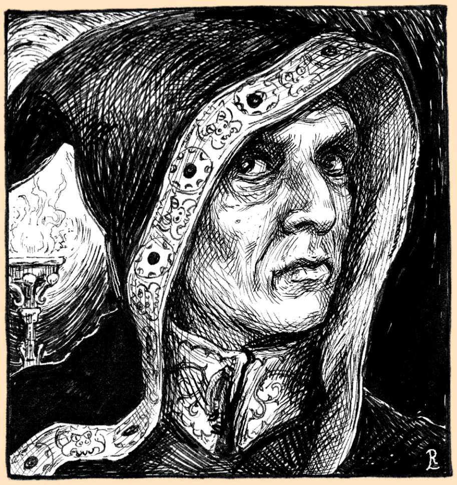
Under an edict issued by Arlun, largely ignored but never rescinded, no more than 12 people may gather to worship Morgath. The Church maintains a temple in Golotha and at Balsha's birthplace in Ithiko, but other temples or chapels rarely exist openly. Repeated petitions to build one in Shostim have been denied, a sore point between the Gurim and the king. Isolated covens exist throughout the kingdom. Some of these groups remain more faithful to Balsha's teachings than to mainstream dogma and look fearfully over their shoulders for the Torkena-Matan, inquisitors who hunt down and punish those who practice heretical ways.

By law, all who die in Rethem are cremated. The right to bury or entomb the dead is an expensive privilege granted by the crown. Only the most wealthy and loyal Morgathians and Haleans can afford to pay the tax required for this privilege. The law is often ignored on lands held by Morgathian lords.

Rumors abound that Amorvrin, known as the "Gray Undead," are involved in the Golothan temple and in Rethemi politics, and that they command legions of undead Gulmorvrin soldiers. Estimates in the thousands of such soldiers are rumored but officially denied; only the highest levels of the Morgathian hierarchy in Golotha know for sure.

There is considerable friction between the Churches of Agrik and Morgath, as both endeavor to assert their power over the kingdom. Their hierarchies do occasionally cooperate: the Gurim and the Apalankh are plotting together to destroy the Laranians of Kanday.

The Gurim



The Khidarmur (high priest) of the Morgathian temple in Golotha is also the Gurim (primate) of Hârn. The Gurim is responsible for the Hârnic primacy, one of 13 in the Morgathian Church, and answers directly to the Vynkhadur (pontiff) in Meokolis. The Gurim is widely feared inside and outside the Morgathian community. While few would say the Gurim is loved by his followers, there is no doubt that he commands their respect. Few besides his Khalas (priests) know he is an Amorvrus.

Four of the seven positions on Golotha's Heptarchial Council are held by the Gurim's Khalas. The council is presided over by the Agrikan Apalankh, Sir Klyrdes Bisidril, but despite Sir Klyrdes' influence, the Morgathians' control of the council and the city is all but absolute.

The Gurim hopes the unrest in Rethem results in the deaths of hundreds of Agrikan and Laranian warriors. His goal is the restoration of the Theocracy of Tekhos with himself as ruler.

Queen Erela, driven by her intellectual loneliness and sheer vanity, has turned to the Gurim as a trusted spiritual advisor. Under his guidance, she prays, studies, and conducts experiments to learn the secrets to keep her youth and beauty. Information gained from her own small network of informants often reaches the Gurim's ears.

WORSHIP OF AGRIK

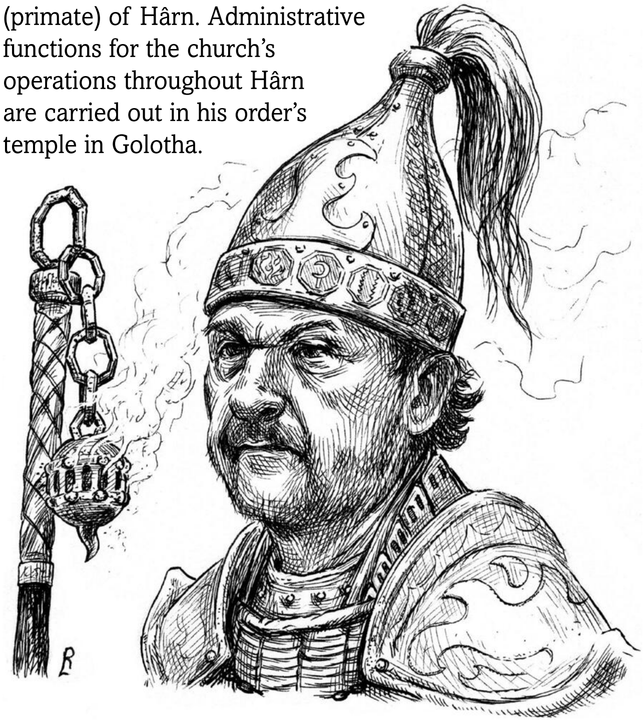
Agrikanism is the primary religion of Rethem's noble class and the Agrikan Church is a major factor in kingdom politics. Although Agrikanism is not a religion of the masses, some members of the guilded and peasant classes have adopted the faith, often for political reasons, especially in settlements with a devout Agrikan lord.

The Regional Hierarchy

From its earliest days, the Corani Empire had a policy of religious tolerance. Missionaries from many Lythian religions found welcome. Agrikanism established itself quickly, particularly in the legions. The success of these missionary orders was recognized by the pontiff. A Hârnic primacy was created and a bureaucracy was established. With a few exceptions, the orders that spread the faith to the empire were eventually absorbed into the mainstream church structure.

The tribunals of the Theocracy of Tekhos took a heavy toll on the Agrikan Church. The Morgathians raided and destroyed the temples of other faiths, confiscating wealth and executing clerics. The Agrikan regional hierarchy in western Hârn was effectively wiped out and has never since regained its former power.

Today, the central hierarchy of the Hârnic church is weak and positions of authority are held by members of powerful clerical orders. Sir Klyrdes Bisidril, the Senesharil (clerical order grandmaster) of the Order of Mamaka, Master of Steel, serves as the Apalankh (primate) of Hârn. Administrative functions for the church's operations throughout Hârn are carried out in his order's temple in Golotha.



Senesharil Andraz Enald, the Kemelras Royal

Rethem's only Agrikan bishopric is based in Shostim's temple of the Order of Herpa the Mace. The Kemelras Royal (bishop) appoints the king's chaplain and oversees the church's efforts in the kingdom, including the collection of tithes. The Kemelras' friendship with the Chancellor of the Exchequer gives him political sway.

Ulankhi

The Apalankh and the Kemelras Royal both employ a number of priests as spies, inspectors, and emissaries. Although some Ulankhi are itinerant, others hold offices in the church bureaucracy or are installed as chaplains in keeps and manor houses across the kingdom. They report regularly to the Apalankh or Kemelras, providing them with political and military information. These Ulankhi are expected to renounce any connection with their temple and order; their allegiance is directly to their appointer. They often maintain personal relationships that may serve them well in their career.

The Amanasurif (pontiff) and members of the higher church hierarchy in Lythia occasionally send Ulankhi to Hârn. One such representative of the pontiff is currently in Rethem. Since the destruction of the church hierarchy by the Theocracy of Tekhos, Hârn has been seen as a parochial backwater. It is believed that the pontiff's envoy has come to receive the Apalankh's official reports on the state of the Hârnic church and its orders. While the Apalankh has managed so far to prevent him from meeting privately with the Kemelras and the grandmasters of the orders, the envoy has developed a range of other links with influential Rethemi. Much may depend on what he reports back to the Amanasurif.

The Orders

During the Interregnum, the Agrikan clerics and laity who had survived the purges of the Theocracy of Tekhos banded together for protection, forming many of the orders in Rethem today.

Although the Agrikan clerical and fighting orders active in Rethem may be more powerful than the regional hierarchy, they are not a unified force. Clashes between orders are frequent and violent. The orders often operate independently of the wishes of the Apalankh, who commands only the absolute loyalty of his own order. The Ulankhi of the Kemelras often encounter interference carrying out their ecclesiastic duties.

Since the time of Arlun, Rethem's monarchs have benefited from a close relationship with the Agrikan fighting orders. The advantages of granting land to organizations that can provide several score well-armed and trained soldiers who are unhampered by scruples have not been overlooked by the kings of Rethem.

WORSHIP OF PEONI

Although worshiping Peoni is officially proscribed in Rethem, most farmers and peasants are followers. Small shrines to the Lady of Industrious Labors are scattered throughout the countryside. While some nobles actively persecute Peonians, others see the faith as a pacifying influence on the peasants and ignore its activities as long as it keeps a low profile and stays out of kingdom politics.

Decades of Morgathian rule and legal isolation have left Rethemi Peonianism degraded from Peonian orthodoxy in many ways. Most Rethemi villages do not have a Peonian cleric. In isolated settlements where no priest has visited for years, the faith is often kept alive by village elders with no theological training. Remnants of Balshan Morgathianism have been absorbed in some areas and Kuboran animist beliefs that predate the Corani Empire linger in others.

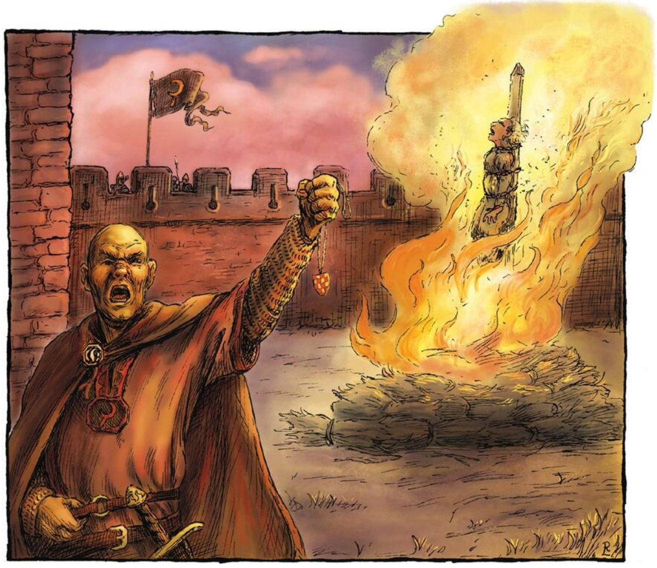
There is no organized Peonian Church in Rethem and the kingdom is considered part of the diocese of Kanday. The Sulaplyn (bishop) in Aleath fears that the militant form of Peonianism practiced in some temples in northern Kanday, including Dunir and Zerien, will spread to Rethem and disrupt the tenuous situation there.

Mendicants disguised as laborers, peddlers, or craftsmen travel between villages, tending to the faithful and holding covert services, usually in homes or closed-up barns. Many are part of a covert group known as Maermalites, whose name comes from Maermal the Ox, a semi-divine servant of Peoni who is especially popular among Rethem's Peonians.

The Maermalites, or "Bullmen," became active during the Theocracy of Tekhos and have continued under Rethem's Morgathian and Agrikan regimes. They travel the countryside healing the sick, feeding the hungry, blessing crops, and carrying the message of Peoni's love to those villages without a priest. They also provide support to the beleaguered clerics who minister to covert parishes. Maermalites operate in secrecy and blend in with the people around them. Like many Rethemi Peonians, the Bullmen use ox horns as a symbol to recognize each other.

In most Hârnic kingdoms, Peonian doctrine stresses acceptance of one's station in life. Balshanism left a legacy of self-determination that manifests as resentment toward the noble class. The Morgathian clerics in Golotha are aware of this simmering unrest and see in it the seeds of another uprising against the Agrikan nobility.

In defiance of the edict requiring cremation of the dead, Peonian faithful in remote areas sometimes secretly inter the bones of the departed in hidden ossuaries that date back to the days before the Balshan Jihad.



WORSHIP OF LARANI

There are few admitted Laranians in Rethem. The faith is proscribed throughout the kingdom and most Agrikan and Morgathian lords actively persecute Laranians found in their fiefs.

Tension is high along the kingdom's border with Kanday and locals on both sides are suspicious of strangers. In many settlements in southern Rethem, travelers from Kanday who are suspected of being Laranian are apt to be convicted as Kandian spies on the strength of a rumor. They are forced to recant their religion or be tortured to death in a public spectacle.

Kandians are mostly intolerant of the dark churches and are suspicious of anyone coming from Rethem. Laranian fanaticism permeates social and commercial activity in northern Kanday, making it difficult for Halean merchants from Rethem to operate profitably.

Menekod, the stronghold of the Laranian Order of the Checkered Shield, is a constant threat to southern Rethem. From Hyen, the knights of the Copper Hook continually patrol the region against incursion. Many among the oppressed Peonian peasantry would welcome a Kandian invasion.

The Rekela (bishop) of Perinore, whose Kandian diocese also includes Rethem, has been known to send spies and couriers into Rethem to communicate with those friendly to the Laranian cause. Some of these agents are Erken ("Chosen Men") selected from the ranks of the common soldiery by the commanders of the Checkered Shield. These fanatically loyal men are used for delicate tasks and special missions. Their stealth and mobility make them valuable scouts and messengers. It is rumored that there are Erken in the employ of more than one Rethemi lord.

OTHER FAITHS

Halea

The Halean Church is popular among merchants and some nobles along the Thard River. In Golotha, Haleans who travel without bodyguards risk beatings and murder. Worship of Halea is very rare in the countryside, where many see her faithful as bringers of moral weakness.

Although the Halean Church has a seat on Golotha's ruling council, its appointees have been known to disappear before taking office or soon after. Several have respectfully declined the honor and the Halean seat has been vacant for almost two years.

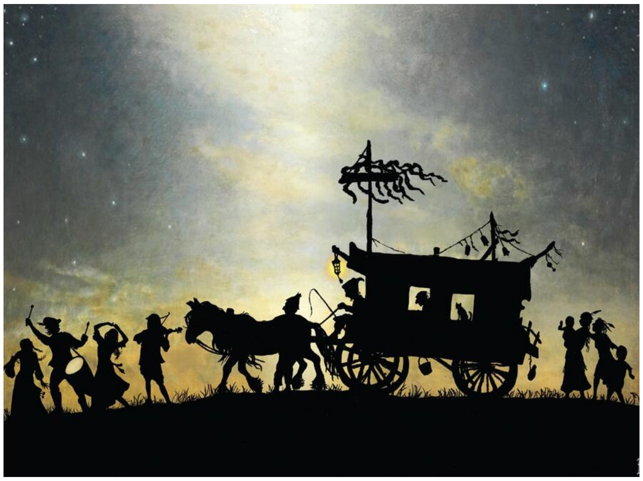
Sarajin

The King of the Icy Wind is popular among the Ivinian mercenaries and traders in Rethem. Some Agrikan clergy are concerned that worship of Sarajin will spread to their faithful. There is a Sarajinian temple in Tormau and shrines can be found near the docks in a few other coastal settlements.

Naveh

The Navehan temple in Golotha supports a thriving business of death and destabilization that has influenced Rethemi politics since the temple was founded in 589. Temple clerics find steady work as spies and assassins in the constant intrigues between the churches of Morgath and Agrik, powerful mercantile houses, and the nobility.

Bands of wandering Night People travel the countryside in black wagons festooned with brightly colored flags and painted images. They trade with the locals, who are fascinated by their exotic entertainments and strange revels. Some believe the Night People are favored by Naveh; killing or causing harm to one is considered an ill omen. The Night People are adept at gathering intelligence and fencing stolen goods.



Save-K'nor

Save-K'nor is not widely worshiped in Rethem but a few nobles and merchants enjoy the prestige and financial rewards that can come from the Church's vast knowledge of agriculture, trade, and other issues. Public temples to Save-K'nor are very rare; indoor shrines are more common but even they are often cleverly hidden.

Recently, the Ibarti (high deacon) of the Golothan temple of the *Hyn-Aelori,* came into possession of some tomes supposedly recovered from the fabled Corani observatory at Feniryn on Kanday's Tesien Moor. The Ibarti seeks to discover if anything else from the site survived the Theocracy of Tekhos.

Ilvir

Ilvirans in Rethem are not numerous and are poorly organized. The *Order of the Pia-Gardith* has a temple in Golotha. It is involved with procuring Ivashu for the Pamesani Games. The order seeks support and protection from the Agrikan Order of the Octagonal Pit.

Small congregations of Ilvirans, mostly artists and craftsmen, exist in rural Rethem but practice their faith covertly. A few shrines can be found near Kuboran territories, likely built by those hunting Ivashu.

Siem

Siem is almost unknown in Rethem and few can even describe his place in the pantheon. Those who mention Siem are more likely to meet with blank stares than active persecution, although professions of faith can lead to "friendly questioning" in the more paranoid Agrikan chapter houses.

The secretive *Uthriem Roliri* is active in Peran and the Rayesha Mountains. The brotherhood of the forest takes a dim view of activities that despoil the wilderness and this regularly brings them into conflict with Rethem's charcoalers, timberwrights, and especially miners. The Uthriem Roliri frequently work with the Kuboran tribes to sabotage the activities of these guilds. It is fortunate for them that most Rethemi nobles have not the slightest idea of their mission or activities.

Kuboran Tribal Religion

Although Rethem was once conquered by the Kuboran tribesmen, the religious character of the kingdom shows only isolated Kuboran influence. Neither Arlun nor his army attempted to convert the people of Rethem to Kuboran religious traditions. Among the Kubora, worship is a matter of individual preference. When most of the Kubora returned north upon Arlun's death, those who stayed behind assimilated into southern culture and adopted the gods of the southern pantheon.

ECONOMY

Rethem is largely self-sufficient. The kingdom exports wild beasts, leatherwares, and oils, with most other products consumed internally. The Thard River provides fertile soil, fish, and transportation. Its annual floods usually do little damage.

In general, the three shires of Rethem reflect their natural resources: Zabinshire is known for grainfields, Parachshire is home to mines and metalcrafters, and Hohnamshire is wealthy with oil, furs, and forest products.

Although there is limited trade with Kanday, wealthy Kandian mercantylers hold significant interests in a number of Rethemi commercial ventures.

Rethemi coins, mostly produced at the royal mint in Shostim, are hard to pass outside the kingdom due to chronic problems of clipping and debasing.

Agriculture

Agriculture in Rethem is dominated by the demand for horses and meat for the military units that help maintain the shaky status quo. Much of the best arable land is dedicated to oats and barley. Rye is planted on marginal land, but there is little production of wheat. Hay meadows on Rethemi manors are larger than the Hârnic average.

The most common livestock are tall, barrel-chested Thardic draft horses, red-haired Corani Wyvern-Tail swine, and both long-horned Rethemi and small Charred cattle, known more for their excellent hides and rich milk than their plowing ability. The Kandian Longhair sheep common in the Thard Valley produce excellent wool.

Fishing and Whaling

Fishing is a common activity and almost all coastal settlements have a few small, high-prowed fishing boats on the beach. Tormau and Ithius each have venars or niviks that stay out for days on end and undertake long whaling expeditions every winter.

The maritime holdings of Hohnamshire and western Zabinshire produce surplus whale oil for trade and it is a significant export from Golotha. Whale oil is very popular as a smokeless lamp oil and is in great demand in Coranan and Shiran. Up to 7000 gallons of oil can be rendered from the blubber of a single right whale.

Wild Beasts and the Fur Trade

Wild beasts from Peran, including large cats, bears, and wolves, are exported from Golotha via Cherafir to the Pamesani arenas of Azeryan. The beast trade is dangerous but lucrative.

Trappers make month-long treks into the Peran wilderness to tend their trap lines; many never return. Mercantylers travel the Scarlet Ribbon trading with trappers and tribesmen looking to exchange furs for goods of civilized manufacture. The Kubora also trade beasts and slaves destined for the Pamesani Games. Trading weapons to the Kubora is lucrative but can result in death by torture if discovered by the Agrikan orders. Furs in great quantity are available from frontier manors but are of lesser quality than those from Kuboran lands.

The Hideworkers' Guild

The Hideworkers' Guild is prosperous in Rethem, as high-quality leather goods are in great demand by the military units, wilderness traders, and travelers. A few master hideworkers specialize in colored leathers, black from Golotha and red from Techen and Menekai. Such leathers are as popular in Tharda as they are in Rethem.

The Charcoalers' and Miners' Guilds

These two guilds provide the raw materials essential to equipping the fighting orders and enjoy a high degree of influence. Members are often of the Agrikan faith. Both groups are often found in the wilderness in gangs of 5–10 men: a master, a journeyman or two, a few apprentices, and the balance in slaves.

The Miners' Guild is favored by the king and enjoys friendly relations with the forest wardens. They suffer heavy losses from the Kuboran tribesmen, who consider the miners despoilers of their land. Guilded miners receive weapons training and must often defend themselves against Kuboran raiders and other forest perils. Some miners have consecrated weapons acquired in trade with an Agrikan chapterhouse.

Other Guilds

Salt is plentiful in the coastal settlements. The high demand for preserved food for warriors and travelers leads to high profits for members of the Salters' Guild.

Chandlers are common and tend to be well-stocked. They supply not only caravans and warriors but also hunters, trappers, and other guildsmen who travel.

Guilded embalmers in Rethem actually embalm few bodies. By law, all who die in Rethem must be cremated. While Agrikan temples will prepare and immolate the bodies of their wealthy worshipers, embalmers are used by those unable to afford the temples' fees. Morgathians have their own customs when it comes to the dead and seldom use guilded embalmers.

In the spring, much trade races upriver to Coranan to join the Salt Route caravan bound for Tashal. Traders must arrive before mid-Peonu to join the main caravan.

ECONOMIC DATA

Major settlements listed below have a Surplus (+), Demand (–), or are Self-sufficient (•) in the listed commodities. Larger settlements like Shostim have greater demand. Golotha has a demand for all commodities. Some settlements face trade restrictions imposed by their liege. For example, most of Weseda's goods go to Tormau.

The information is derived from natural resources, land quality, and the geopolitical situation. For example, the frontier keep of Bedenes produces an excess of furs but lacks metals and horses. Metals are listed under the nearest settlement but owned by the crown and extracted by the Miners' Guild under license. Quarries and salt pans are held from the local lord. Unlisted commodities like wine are imported from other regions. Rethem exports hides, vellum, furs, and oil.

This economic data can be used to generate realistic mercantile activity.

	Beasts	Charcoal	Copper	Furs	Grain	Horses	Iron	Leather	Luxury	Oil	Pres. Foods	Salt	Slaves	Stone	Tin	Wood	Wool
Arketh	•	•	•	•	•	–	+	•	•	+	–	+	•	•	•	•	•
Bedenes	+	•	–	+	•	–	–	•	–	+	–	•	+	•	–	•	•
Bekar	•	•	•	•	•	+	•	+	•	•	•	•	•	+	+	•	•
Chakta	•	–	•	•	+	•	–	•	–	–	–	–	–	•	•	–	•
Dasen	+	+	•	+	–	•	•	+	–	+	+	•	•	•	•	+	•
Golotha	–	–	–	–	–	–	–	–	+	–	–	–	–	–	–	–	–
Henwe	•	•	•	•	+	•	–	+	•	•	+	•	•	•	•	•	–
Hyen	•	–	•	•	•	–	–	•	•	–	–	•	–	•	•	•	•
Ithiko	•	•	•	•	•	•	•	+	•	+	+	•	•	+	•	•	+
Ithius	•	•	•	•	•	•	•	•	•	+	+	+	•	•	•	•	•
Menekai	+	•	+	+	•	–	+	•	•	–	•	•	•	+	+	+	•
Norienar	•	–	–	•	+	+	–	+	–	–	•	–	–	+	–	+	+
Omnis	•	–	–	•	+	+	•	–	–	–	•	–	+	+	–	•	•
Phira	•	•	–	•	•	•	•	•	•	•	+	•	•	•	–	•	+
Quiso	+	+	•	+	+	+	•	•	–	•	•	•	•	•	•	•	•
Quste	•	•	•	•	+	•	•	+	–	•	•	+	•	•	•	•	+
Senun	•	•	+	•	+	•	•	+	•	•	•	+	•	+	•	•	+
Shostim	•	•	–	+	+	–	–	•	–	–	–	•	+	–	–	+	–
Techen	•	•	•	•	•	+	–	+	–	–	+	•	–	•	•	•	•
Themeson	•	•	+	•	•	–	+	•	•	–	•	+	–	+	+	•	•
Thiri	•	•	•	•	+	+	•	+	•	•	+	•	•	•	•	•	•
Tormau	+	+	–	+	•	•	–	•	–	+	–	–	•	•	–	+	–
Weseda	•	•	•	•	•	•	+	•	–	+	•	+	•	+	•	•	•
Winen	+	+	•	+	•	•	•	•	•	+	•	•	•	•	•	+	•
Zaza	•	•	•	•	•	•	•	•	•	•	+	•	•	•	+	•	+

Transportation

Rethem is a wild land with more than its share of brigands and long stretches of uninhabited land through which people and their goods must occasionally travel. The relative safety and ease of river and coastal travel has ensured the settlement of the Thard Basin, Boka Bay, and the Gulf of Pendos at the expense of the more dangerous inland areas.

The cobblestone-paved Corani road south of Golotha is not maintained near the border. Its poor condition is seen as an obstacle for the inevitable invaders.

Unpaved roads and paths are much like those elsewhere on Hârn, deeply rutted and sometimes crowded with brush. The unpaved roads near Agrikan chapter houses tend to be better maintained, with drainage ditches along one or both sides, depending upon local conditions and the order's need for trade or transport.

The Hohnam Road through Parachshire to the Denia Valley is a relic of the Corani legions. It is isolated, unpatrolled, and dangerous. Ruined forts and settlements along the road shelter brigands and worse.

Those on foot have little difficulty finding room at the many inns in the heavily populated Thard Basin and south, but most inns farther north close their doors at nightfall and open them for nobody until dawn. Travelers on horseback find ostlers and feed plentiful and inexpensive except in time of widespread famine or war.

River travel is primarily by the ubiquitous 29' talbars that are built, often poorly, by any number of small shipwrights along the river. A typical Thard River talbar can hold about seven tuns of cargo, a mule, and usually a few passengers. Passengers may be expected to work or to stay out of the way; it is best to make sure the terms are clear before getting underway.

Coastal travel relies mostly on niviks. Although less sturdy than the ubiquitous nivik, the venars made by Tormau's shipwright are able to sail closer to the wind and are excellent for mercantile use along the coasts of Boka Bay. The nivik, which is much easier to sail, remains popular with fishermen and pirates. Fishermen also use coracles and other small craft.

CULTURE

The Kingdom of Rethem comprises three very different worlds: the Thard River valley is the most heavily populated area in western Hârn; the hinterlands of Hohnamshire are sparsely populated, with few of the comforts of civilization; and Golotha is the end of many roads, both literally and figuratively.

Food and Drink

Rethem excels in the production of cheeses and sausages. Local salters produce *Myrvrian*, an excellent semi-soft cheese with a tangy flavor and an aroma akin to that of a rotting corpse. *Tormal* is a smoked, hard cheese popular among soldiers and the lower classes, especially when accompanied by crusty dark bread and the ever-present crisp rye ale. Rethemi dark ales are made with malt that has been cured by smoking. The kingdom's climate is unsuited to viniculture.

Preserved meats are in much demand among the fighting orders and mercenary bands, especially smoked and dried sausages and hams. The flesh of swine is enjoyed by all classes and abject poverty has led to ingenuity in its preparation; every peasant goodwife knows how to prepare head cheese and blood sausage.

Salted fish is the most common protein in the diet of Rethemi soldiers and sailors, so many spend their meager pay on other foodstuffs to supplement their diets.

The success of a Rethemi feast is evaluated largely on the amount of food consumed; the presentation of the food and table are trivialities. A gracious guest falls upon his meal like a wild animal and noisy eating is considered a compliment to the host. Eating slowly or carefully is considered a mark of rejection or suspicion. Visitors from other courts consider Rethemi feasting habits as proof of their barbarian heritage. Rethemi travelers consider the restraint shown by these neighbors to be proof of their inferior cuisine. It is customary for noblewomen to dine separately from the men.

Music

Drums and brass horns are popular. The *burhyn*, a sturdy wooden hoop covered on one side with taut horsehide, is held under one arm and played with the thumb, little finger, and palm of the other hand. The *atan* is an unvalved brass horn made in six standard sizes, each with a characteristic pitch. The smallest, highest-pitched *atanes* are popular as signaling instruments among the fighting orders. Heavy, decorative bronze bells are popular in Golotha and other places with strong Morgathian influences; these are seldom struck and often have their strikers removed. Cymbals are used during public holidays and festivals.

Architecture

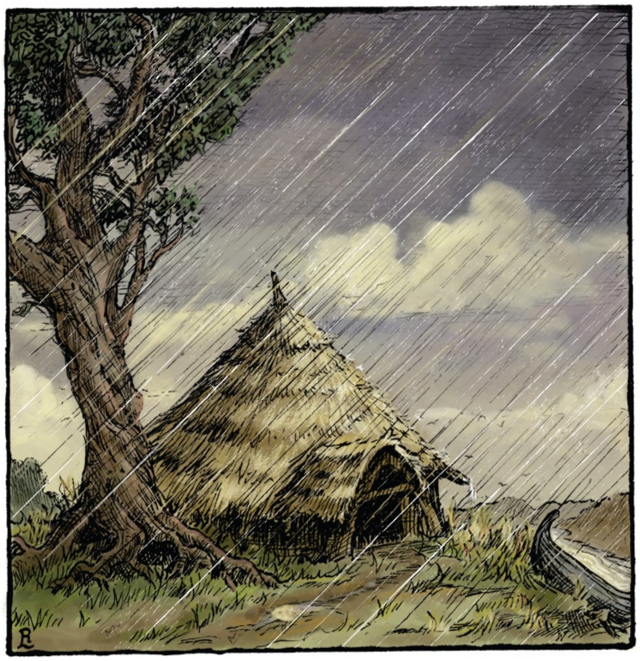
Rethemi architecture has seen four powerful and very different influences. The first durable structures were built by the Corani Empire; those remaining resemble their domed counterparts in Coranan and Shiran and are best seen in Techen and Menekai.

Many buildings destroyed or damaged during the Balshan Jihad were rebuilt by the Theocracy of Tekhos. Grim and windowless, the Theocracy's massive structures look like they were built more for the dead than the living. Golotha shows much of this architecture. Temples and fortifications built during this period often have serious structural flaws due to their rushed construction.

Since Arlun established the Kingdom of Rethem, the region has developed a political identity of its own. Structures from this period, built by those accustomed to violent upheaval, are designed for defense and the ability to withstand siege.

The final and overriding influence on all Rethemi architecture is the pervasive sameness of the Masons' Guild. All castles and public structures are built by guilded masons and innovation is largely confined to ornamentation.

Prevalent along the stormy western coast, the *domedeven* is a small, sturdy house with a thatched roof that goes nearly to the ground on all sides except at the door. They are often round, but are found in many other shapes as well. The walls are much like any other wattle-and-daub home but the low roof gives the home huge eave spaces where livestock gather and firewood is kept dry during the severe coastal storms of late winter.



Clothing and Fashion

The people of the lower Thard Valley are much more cosmopolitan than their rural cousins and show much the same style of dress as seen in market centers across Hârn. In areas held by the Agrikan orders, a more localized style is discernible: warriors are clean-shaven and wear their hair long in styles reminiscent of their mighty barbarian forebears. When going into battle, the long hair is tightly braided to avoid offering an enemy something to grab.

In a violent and unpredictable land that encourages slavery and sneers at chivalry, peasant women strive not to be noticed; they tend to wear their hair short and dress in drab, loose-fitting clothing. If they must travel, they wear over-cloaks to hide their entire frame from view. In Golotha and elsewhere, noblewomen favor elaborate coiffures and brightly colored clothes. They wear gloves and cover their indoor clothes with thick cloaks that are richly adorned. Furs are commonly worn in the winter. Wealthier women of the guilded class follow these fashions as well as they can afford. In general, those who can afford protection try to look like they need it.

Peasant men look much like peasant men all over Hârn and are more likely to spend their few pence on beer than on clothing. Noble men dress richly in dark colors. All noble men carry weapons of some sort. Agrikan noblemen carry ornate maces and landholders carry a traditional whip modeled on Agrik's *Armahnh*. Most also wear shortswords or broadswords. All able-bodied adult men in the kingdom receive military training; nobles who avoid it are scorned by their peers.

In the lands held by some Agrikan orders, it is forbidden for non-Agrikans to wear red or orange clothing. Some freemen in those places wear only Agrikan colors as a show of devotion. Violating local rules can result in public humiliation, often including confiscation of the offending garb.

Tattoos are limited to sailors, mercenaries, and some Agrikan orders that use tattoos and branding to denote rank or victories in battle. These tattoos grow more and more complex as the individual advances in rank. To lose the limb on which the tattoo is placed is a dire omen. Some laumak (fighting order warriors of common birth) have their faces tattooed with marks that represent kills in combat.

Pipe smoking is popular among the Agrikan nobility and in the fighting orders. Pipeweed is grown in kitchen gardens throughout Rethem and each region boasts its own unique varieties. Respectable landholders grow their own and maintain a selection for guests to enjoy.

Folk Holidays and Festivals

The deeply divided religious makeup of Rethem is reflected in its festivals. Agrikanism is the most visible religion and its adherents openly celebrate their holy days, while Morgathians observe their holy rites in a much less public manner. Although most Rethemi commoners quietly worship Peoni, their holy days and festivals are not publicly observed.

Three holidays are peculiar to Rethem: Kingsday commemorates Chafin's coronation, the Slaughterfest celebrates Golotha's Pamesani arena, and Darknight marks the winter solstice.

Kingsday

On the anniversary of Chafin III's coronation on 8th Nolus, every fief-holder is expected to host a lavish boon-day feast for all unfree tenants of their lands. The sheriffs' men often attend unannounced or question folk about the feast to ensure the lord exhibited adequate affection for the monarch.

The Slaughterfest

The Slaughterfest, held on 23rd Ilvin, celebrates the rededication of Golotha's Pamesani arena. Agrikans from all over southern Rethem converge upon the city. Each clan brings one or more animals to be sacrificed in a day-long orgy of bloodletting. The festival generates considerable income for the Order of the Octagonal Pit and the primate.

Darknight

The eve of the winter solstice, the 30th of Savor, is known as Darknight. Throughout Rethem, especially in Hohnamshire, folk mark the start of the harsh winter months. Traditional activities include casting old possessions into bonfires to carry off ill luck and doing favors in return for objects of small value. Those who have reached adolescence that year are given the task of butchering the meat for the communal meal. In many homes, a great log lit that night will burn through the month of Ilvin, pushing back winter's gloom.

The activities of the Darknight festival are remnants of rituals performed when Morgathianism dominated the area following the Balshan Jihad a century ago. Most who celebrate Darknight are unaware of its origins.

The Pamesani Games

The Agrikan Church operates the Pamesani Games to delight the masses with blood-sport while providing revenue for the church. In Rethem, the games are held twice monthly in the arenas of Golotha and Shostim. The games are far more than gladiatorial events. The bloodletting and depravity seems unbounded, but the seats are filled by noble and commoner alike.

CRIME AND PUNISHMENT

Rethem's nobles are not known for their mercy. While there is social pressure to observe the legal procedures, the importance of the form of the law often takes precedence over the search for justice. The Rethemi judicial system is notorious for corruption and abuses.

Rethem has one of Hârn's most complicated legal landscapes. The kingdom's laws are mostly based on Kandian feudal law but include a mixture of old Corani imperial law, Agrikan temple law, and even Kuboran dispute-settling practices. Many suits are settled in the Pamesani arenas.

Torture is a legitimate means of extracting evidence from witnesses but is infrequently used on nobles. In Rethem, this art is polished to a high degree even outside the Agrikan orders.

Legal proceedings begin when the bailiff of the hundred receives an accusation from a plaintiff against a defendant. The plaintiff must be the victim, a guilded litigant, or any person of higher social rank than the defendant. The bailiff should apprehend the defendant and charge the crime, but corruption is rampant and clan loyalties often interfere.

If both parties are unfree, the case is settled before the plaintiff's lord. Cases involving freemen go to the moot of the plaintiff's hundred. Crimes against the state are tried in the presence of the king. Slaves can neither make complaint nor expect justice. Slaves can only testify with their master's permission and are rarely believed.

A defendant who has gained the protection of a powerful religious order may be difficult to bring to trial. Rethemi law permits Agrikan and Morgathian temples to offer sanctuary for up to a month. The defendant must then be admitted to the order or turned over to face the king's justice. Agrikan temples rarely offer sanctuary, but for the right contribution, the temple's Master of Propagation will intercede on the defendant's behalf, usually seeking to arrange for trial by combat. Petitioning a temple of Morgath for sanctuary is risky, as they have been known to yield up the perpetrator in exchange for a ransom. Wealthy defendants may pledge their own wealth to raise the ransom demand beyond what the plaintiff can pay.

In court, the burden of proof is upon the accused, who is considered guilty and is imprisoned until he can prove his innocence or come to a settlement with the plaintiff. The Rule of Eight decrees that the word of a noble has the weight of the testimony of eight free or 64 unfree witnesses.

Many secular and canonical courts sentence convicted criminals to the Pamesani arenas. This punishment may be for virtually any crime but is usually reserved for serious or repeat offenders. The duration of punishment can range from a single combat for a minor crime to a life sentence for a major crime. The treatment a convict receives depends on the whims of the slavemasters. Some gladiatorial training and assignment to a fair combat may be given, but many are condemned to participate in a spectacle in which the survival rate is rather low.

Typical Sentences

There is a constant demand for labor throughout the Rethemi economy and most crimes are punished by sentences of temporary or permanent slavery. Many courts condemn the guilty to the Pamesani arenas as slaves. Arena convicts can earn their freedom, if they survive. Other common punishments are listed below.

State Crimes

Rebellion: loss of property and title, death.

Regicide: loss of property and title, death by flaying for perpetrators, accomplices, their immediate families, and all first-born male cousins.

Treason: loss of property and all hereditary titles, death.

Privilege Crimes

Abuse of Trust: loss of office, restitution.

Breach of Rank: branding.

Obstruction of Justice: fine.

Temple Crimes

Blasphemy: scolding, removal of the tongue.

Breach of Agrikan Temple Privilege: flogging (or other torture) or burning.

Breach of Morgathian Temple Privilege: flaying or other torture.

Desecration: flogging, branding, death.

Heresy: mutilation, burning.

Unlawful Religious Practice: drowning, burning, mutilation.

Social Crimes

Abduction: restitution, fine.

Battery: restitution, flogging, fine.

Manslaughter: fine, restitution, flogging.

Murder: fine, hanging.

Obscenity: pillory, fine.

Rape/Adultery: flogging, restitution.

Slander: flogging, removal of tongue.

Economic Crimes

Breach of Guild Privilege: confiscation of property, fine.

Forgery: fine, flogging, mutilation.

Harming Another's Slave: restitution, flogging.

Robbery/Theft: restitution, flogging, mutilation, hanging.

Poaching: flogging, mutilation, hanging.

Smuggling: imprisonment, hanging.

Tax Evasion: loss of property, fine, flogging.

State Crimes

Rebellion, regicide, and treason are always prosecuted, even against nobles and high-ranking clerics. Penalties include public execution; banishment is not a Rethemi practice. Perpetrators of noble birth are usually beheaded, while those of simple free or unfree status may be tortured for public entertainment and education. There are no appeals for verdicts of state crimes.

Those found guilty of state crimes also forfeit all wealth, holdings, and other hereditary rights to the crown. Claims of rebellion and treason are a favored tool for purging the nobility of disloyalty.

Privilege Crimes

Commoners usurping noble privileges are usually punished with slavery. Appeals are common and often resolved in the Pamesani arena.

Temple Crimes

The Agrikan and Morgathian temples may try cases of blasphemy, desecration, heresy, and breach of temple privilege in their own ecclesiastical courts. These church laws are complex and confusing even for the best litigants and no leniency is ever granted for ignorance of the law.

Any crime committed against a priest of Agrik or Morgath and any crime committed on temple grounds is considered a crime against that temple. Trials often have less to do with justice than with the temple's current demand for slaves or sacrifices. Trial by combat is common and champions are usually permitted to fight for the accused. If found guilty, the champion suffers the penalty, not the accused. Execution requires the consent of the crown, but no recent monarch has ever refused a temple the right to handle their own affairs.

Tolerance of the various faiths varies from settlement to settlement in Rethem. Those accused of engaging in unsanctioned religious practices are often handed over to local temple courts.

The witchcraft laws common to other kingdoms are not generally enforced in Rethem but those wielding magic in a way that harms a plaintiff may find themselves in a temple court. Such cases are rarely successful where the Guild of Arcane Lore is strong. The temples usually negotiate a settlement with the guild. Unguilded practitioners have no such protections.

Most internal disputes in the Agrikan Church are settled by dueling, often in the Pamesani arena. In certain cases, the high priest or grandmaster may call for a hearing instead; decisions tend to be summary and fatal.

Social Crimes

Social crimes include abduction, adultery, battery, manslaughter, murder, rape, and slander. These are often punished by various forms of public humiliation including flogging, gibbets, and the pillory, sometimes in conjunction with fines. Nobles guilty of social crimes are usually simply fined but, in rare cases, may be sentenced to perform a quest for the sheriff or presiding magistrate.

Economic Crimes

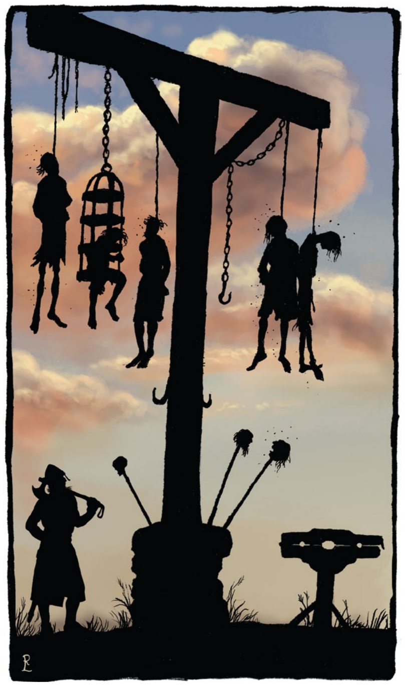
The guilds are very powerful along the Thard Valley. Breach of guild privilege, forgery, fraud, larceny, piracy, robbery, poaching, smuggling, and tax evasion can be punished severely if the complaint is brought by a respected freeman. Economic crimes cannot be charged by serfs or slaves. Nobles rarely bring such charges, preferring to settle matters privately. It is not uncommon for hired thugs to exact revenge once the grievance has been privately aired to the appropriate parties. The Mangai has petitioned the courts to try these cases, but the pride of the nobility is not to be crossed lightly.

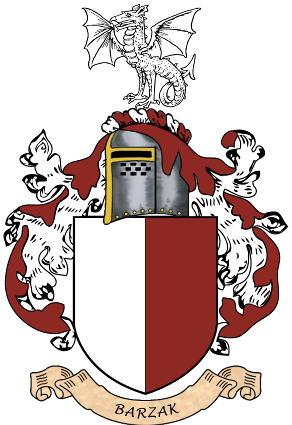
Gaols and Gibbets

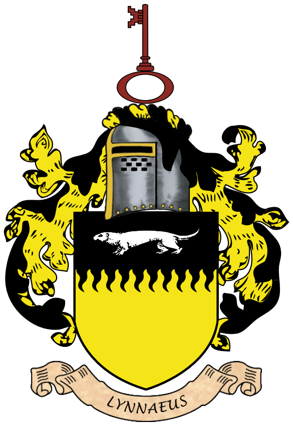
Imprisonment in Rethem is unpleasant and often deadly. The family and friends of the prisoner are responsible for the prisoner's food, clothing, and good behavior. Since anything is liable to be stolen by the guards, provisions usually include a gift for the gaoler. This can become very costly and more than one defendant has been abandoned by his kin. Abandoned prisoners are sold to slave traders or left to die of hunger. Those with no kin are at the mercy of the lord, who can, by tradition, send down scraps refused by his hounds and servants.

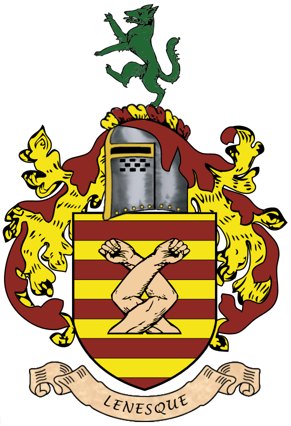
Imprisoned nobles are fed and clothed according to their station and are normally kept above ground level.

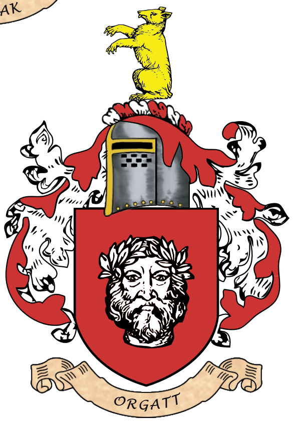
While gaols require a keep or a castle, gibbets require only a tall, strong tree or a pole. In Rethem there is a gibbet at almost every crossroads.



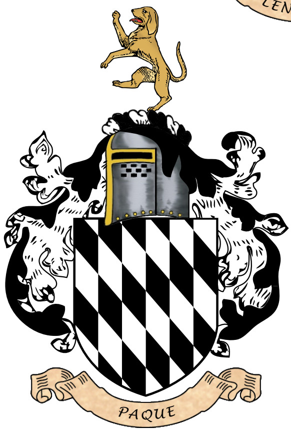


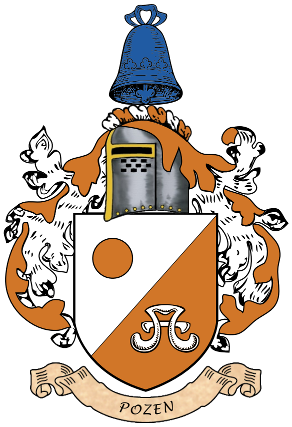


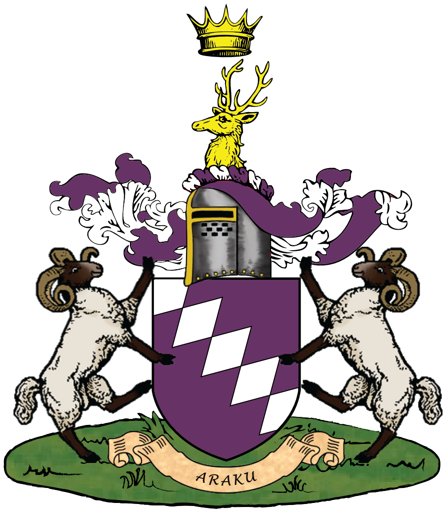


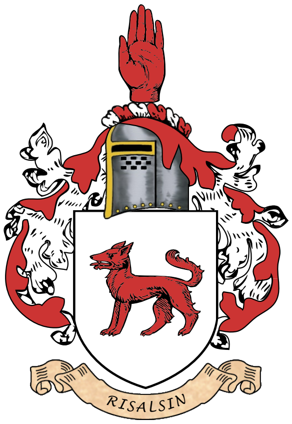


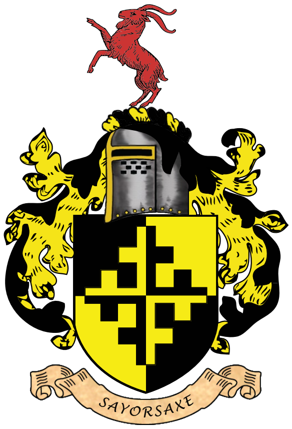
ACHIEVEMENTS OF THE GREAT CLANS OF RETHEM

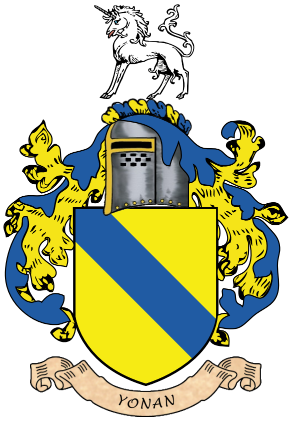


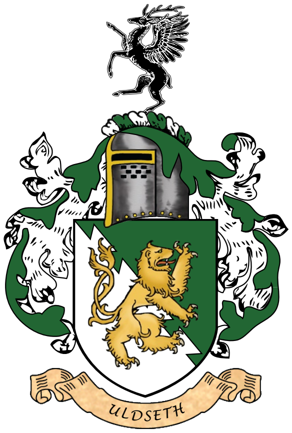












ARAKU, King of Rethem
Shield: Purpure, a bend lozengy argent.
Crest: A buck's head couped gold.
Supporters: Two rams rampant proper.
Motto: *Victory, Destiny.*
Registry: Sanguine Saltire, 682.
Holdings: Chakta, Golotha, Norienar, Shostim, Winen.
Major Tenants: Barzak, Lenesque, Lynnaeus, Orgatt, Cohorts of Gashang, Copper Hook, Red Shadows of Herpa, Roving Doom, Warriors of Mameka.

BARZAK, Earl of Ithiko
Shield: Party per pale argent and sanguine.
Crest: A wyvern with wings displayed of the first.
Motto: *To live is to serve.*
Registry: Sanguine Saltire, 673.
Holdings: Ithiko (Araku).
Major Tenants: Paque.

LENESQUE, Earl of Techen
Shield: Barry of ten gold and sanguine, two arms counter-embowed and interlaced proper.
Crest: A wolf rampant vert.
Motto: *Never yield, never fail.*
Registry: Sanguine Saltire, 673.
Holdings: Phira (Araku), Senun (Araku), Techen (Araku).
Major Tenants: Risalsin, Sayorsaxe.

LYNNAEUS, Earl of Tormau
Shield: Party per fess rayonne sable and gold, in chief an otter argent.
Crest: A key sanguine.
Motto: *Retribution is swift.*
Registry: Sanguine Saltire, 636.
Holdings: Dasen (Araku), Ithius (Araku), Tormau (Araku), Weseda (Araku).
Major Tenants: Pozen, Uldseth, Yonan.

ORGATT, Baron of Bekar
Shield: Gules, a head of a barbarian argent.
Crest: A bear sejant erect gold.
Motto: *Steadfast guard.*
Registry: Sanguine Saltire, 673.
Holdings: Bekar (Araku).

PAQUE, Baron of Zaza
Shield: Party per paly-bendy sable and argent.
Crest: A talbot rampant proper.
Motto: *Endure, defend, prosper.*
Registry: Sanguine Saltire, 677.
Holdings: Zaza (Barzak).

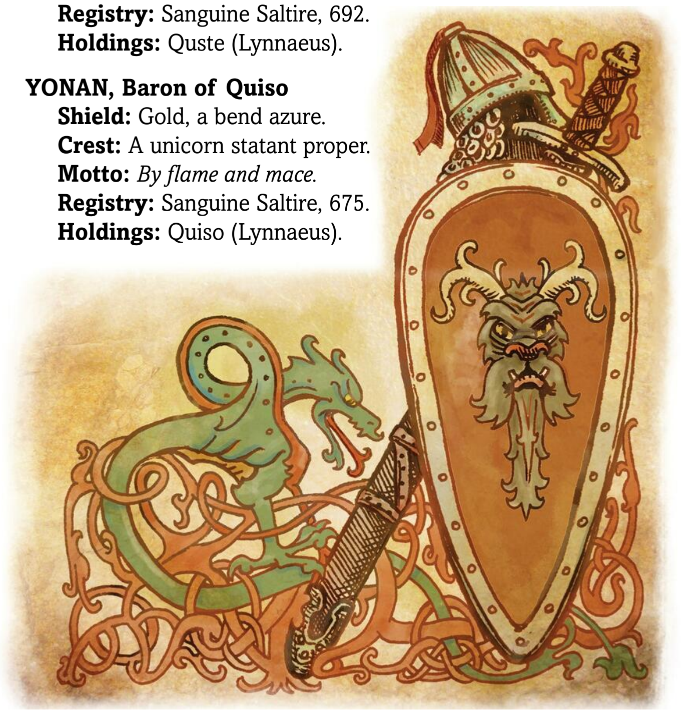
POZEN, Baron of Henwe
Shield: Party per bend sinister argent and tenne, in dexter chief a roundel, in sinister base a water bouget both counterchanged.
Crest: A temple bell azure.
Motto: *Dread nothing but the Breeder.*
Registry: Sanguine Saltire, 687.
Holdings: Henwe (Lynnaeus).

RISALSIN, Baron of Thiri
Shield: Argent, a wolf statant gules.
Crest: A sinister hand of the second.
Motto: *Lament not the past.*
Registry: Sanguine Saltire, 678.
Holdings: Thiri (Lenesque).

SAYORSAXE, Baron of Omnis
Shield: Quarterly, sable and gold, a cross crosslet counterchanged.
Crest: A goat rampant gules.
Motto: *Never doubt.*
Registry: Sanguine Saltire, 716.
Holdings: Omnis (Lenesque).

ULDSETH, Baron of Quste
Shield: Party per bend dovetailed vert and argent, a sinister lion with two tails rampant proper.
Crest: A winged stag rampant sable.
Motto: *Fury, Glory, Might.*
Registry: Sanguine Saltire, 692.
Holdings: Quste (Lynnaeus).

YONAN, Baron of Quiso
Shield: Gold, a bend azure.
Crest: A unicorn statant proper.
Motto: *By flame and mace.*
Registry: Sanguine Saltire, 675.
Holdings: Quiso (Lynnaeus).



Format: These are shortened register entries. Registers generally allow at least one full page for each clan. All of the above clans are sufficiently important to merit several pages in most registers.

Clans and Titles: Only clans who hold a keep or better are included. Only the clan's best title is given. The Arakus, for example, are also the Earls of Shostim, but this pales in comparison with the kingship.

Holdings: Towns, castles, and keeps are held in fee simple by the clan, and from whom they are held (the liege).

Registry: The college enclave and date of the most recent registration and/or amendment. Components of many of the achievements, particularly the arms and specific charges, have more ancient associations with the clans.

THE KUBORAN DYNASTY

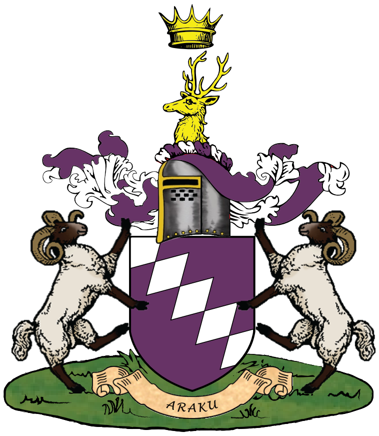
LEGEND

681(?)	Presumed date of death
(?)	Fate unknown
=692=	Date of marriage
= =	Other relationship
(691)	Succession date
f	Female
1	Died in childbirth
2	Died in battle
3	Other violent death

ARLUN
598(635)656
=630=
Sysene Lynnaeus ^{f}
608–671

- **OBRAS** ^{2}
  631(656)672
  - Elwen Nevseth $^{f\ 1}$
    620–648
    =640=
    - **NEMIRAN** ^{3}
      648(672)681
      = =
      Yselede Ulvol $^{f\ 3}$
      640–683
      - Biaran Ulvol^{3}
        674–681(?)
  - = =
    Alasea Belsen ^{f}
    634–678
    - Tornis Belsen ^{3}
      658–681
    - Kudrin Belsen ^{3}
      661–681
- Myrele Ododu ^{f}
  630–635
- Tolyne Obodu ^{f}
  631–674
  =649=
  Warath Norgalen ^{3}
  624–682
  - Soldisa Norgalen $^{f\ 3}$
    652–681
    =676=
    Dyvyd Eskawne ^{3}
    650–683
    - Dagale Eskawne ^{3}
      677–681
    - Fylath Eskawne
      679–(?)
    - Danal Eskawne
      679–(?)
  - Kedrel Norgalen ^{3}
    657–681
    = =
    Tamasyne Lerek ^{f}
    Priestess of Agrik
    652–716
    - Various bastard children are alleged.
      No known whereabouts.

GENEALOGY OF CLAN ARAKU



PURIL ^{2}
622(681)689
=644=
Denelea Gyffel ^{f}
625–652

- Thasin Araku
  644–662
- **KABE** ^{2}
  645(689)692
  =664=
  Hermia Barzak ^{f}
  643–
  - **CHAFIN I** ^{3}
    665(692)703
    = =
    Penethe Amagar $^{f\ 3}$
    678–703(?)
    - Pilnia Amagar $^{f\ 3}$
      699–703(?)
    - Kalab Amagar ^{3}
      701–703(?)
  - **CHAFIN II** (birth name Larril)
    670(703)715
- Delea Araku ^{f}
  Priestess of Halea
  647–695
- Mykkel Araku ^{3}
  648–715
  =679=
  Grelina Suronax ^{f}
  660–702
  - Wyrede Araku $^{f\ 3}$
    684–715
    =708=
    Vavryse Lynnaeus
    686–
    - Saval Lynnaeus
      709–
    - Hesela Lynnaeus ^{f}
      714–
- Tarkin Araku ^{2}
  652–688
  =677=
  Apryne Risalsin ^{f}
  650–
  - **CHAFIN III** (birth name Arech)
    683(715)
    =716=
    Erela Lenesque ^{f}
    688–
    - Puril Araku
      719–

ROYAL GOVERNMENT

The feudal structure in Rethem is short on tradition and long on instability. Fewer than 50 years have passed since King Nemiran imported feudalism from Kanday in an attempt to stabilize his rebellious kingdom. Three of the last four kings of Rethem have died violently.

The succession of a new monarch requires new oaths of fealty from the lords. Chafin III has never received the fealty of the powerful Earl of Tormau. In older, more stable kingdoms, the lands held by tenants-in-chief are scattered throughout the kingdom to reduce a lord's ability to rebel. Rethemi lords tend to hold lands concentrated in one area, administering them as petty kingdoms within a loose and fractious realm.

Rethem's royal government is crude compared to other feudal states. All authority is held by Chafin and two hand-picked loyalists who owe everything they have to him. The power and prestige normally enjoyed by lesser officeholders is significantly reduced by Chafin's autocratic nature and infighting in the royal court.

The Royal Government is divided into four branches. Each branch is led by Chafin III himself or a loyal friend of the king who delegates authority to lesser officers.

The structure of the government of Rethem is outlined below. Offices and monthly salaries are shown. Holders of major offices are in italics.

Office of Lord Chamberlain

The Lord Chamberlain manages the royal household for all royal castles and controls access to the king.

Lord Chamberlain, *Sir Erych Kasta*	840d
Lord Master Herald, *Sir Brunus Risalsin*	240d
Royal Heralds	96d
Kemelras Royal, *Senesharil Andraz Enald*	180d
Aperani Royal, *Malgai of Tergas (Shostim)*	96d
Aperani Royal, *Sir Welgren Anerath (Golotha)*	96d
Seneschal of the Chamber, *Haryn of Holt (Shostim)*	180d
Seneschal of the Chamber, *Lady Aleta Borganau (Golotha)*	180d
Royal Chefs	96d
Masters of the Cellar	72d
Royal Physician, *Sir Kolosa Lenesque*	120d
Deputy Physicians	80d
Master of the Hunt, *Sir Ovar Braimon*	120d
Falconer Royal, *Arsin of Eredir*	72d
Master of the Hounds, *Haeri of Chasin*	72d
Astrologer Royal, *Crororian of Deherian*	120d
Royal Foodtaster, *Theryn of Vies*	96d
Foodtasters (Slaves)	
Harper Royal, *Wasar of Wonerele*	96d
Musicians/Harpers	48d
The King's Fool, *Lanath of Marra*	60d

Office of Lord Marshal

The Lord Marshal controls the military. The office is held by the king; few Rethemi monarchs have been foolish enough to do otherwise. All matters relating to fortifications, ships, and fighting forces are decided by the Lord Marshal, who also appoints constables of royal domains and the Captain of the Royal Guard. Chafin is well aware that his grandfather Puril, a Captain of the Royal Guard, founded the Araku dynasty by murdering Nemiran. Chafin entrusts this command to a loyal relative.

Lord Marshal, *King Chafin III*	960d
Royal Constables	320d
Bailiffs of Royal Manors	200d
Captain of the Royal Guard, *Sir Endar Araku*	240d
Commander of the Royal Guard, *Sir Aelfwik Borganau*	180d
Royal Guard unit captains	90d
Royal Guardsmen	60d
Architect Royal, *Sir Haran Madaben*	220d
Royal Masons	120d
Royal Weaponcrafter, *Dagald of Gellen (Shostim)*	180d
Royal Weaponcrafter, *Ardis of Tharken (Golotha)*	180d
Weaponcrafters	120d
Royal Ostler, *Saurgat of Petryl (Shostim)*	160d
Royal Ostler, *Pordiar of Wedina (Golotha)*	160d
Ostlers	96d

Office of Chancellor of the Exchequer

The Chancellor of the Exchequer collects taxes and controls expenditures.

Chancellor of the Exchequer, *Sir Jasyph Sayorsaxe*	800d
Collector General, *Sir Caerthi Thardaso*	400d
Tax/Toll Collectors	96d
Exchequer General, *Nasdis of Shoan*	400d
Exchequer Clerks	60d
Governor Royal Mint, *Sir Taral Tyesstin*	320d
Royal Engravers	72d
Harbormaster of Shostim Harbor, *Jold of Nereltar*	180d
Harbormaster of Golotha Harbor, *Halmoren of Zarainsen*	180d

Office of Lord Chancellor of Rethem

The Lord Chancellor administers the king's justice through the sheriffs and chancery court.

Lord Chancellor of Rethem, *Sir Erych Kasta*	800d
Sheriffs of the Realm	600d
Bailiffs of Hundreds	240d
Chief Justice of the Forests, *Terin of Yremet*	420d
Forest Wardens	120d
Lord Advocate, *Sir Boraga Gestin*	360d
Chancery Advocates	96d
Inquisitor General, *Sir Urin Ordan*	300d
Royal Agents/etc.	80d
Executioners/etc.	72d

Chafin III

King Chafin III was born Arech Araku in 683, son of King Puril's fourth son, Tarkin Araku. Puril's first son, Thasin, died in 662. Tarkin died in 688, perishing in the early days of Puril's attack on Sarkum during Ezar's War. Following Puril's death in 689, his second son, Kabe, took the throne but was himself killed at Sarkum in 692. Kabe's two sons, Chafin and Larril, were both old enough to take the crown.

In 701, Arech purchased a controlling interest in a mercenary company. He was 18 and far from inheriting the throne. Infatuated with a priestess of the *Order of Kukshin,* he bought a 60-foot venar from Tormau and sailed to Geldeheim. Arech named his ship the Black Talon and his warriors the *Company of the Black Talon.* His efforts to earn fame and fortune putting down the Jarin Rebellion were more educational than successful.

In 703, Chafin I was assassinated and his mistress and two children disappeared. Larril took the throne, assuming the name Chafin II. Arech started to make plans for taking the throne of Rethem for himself.

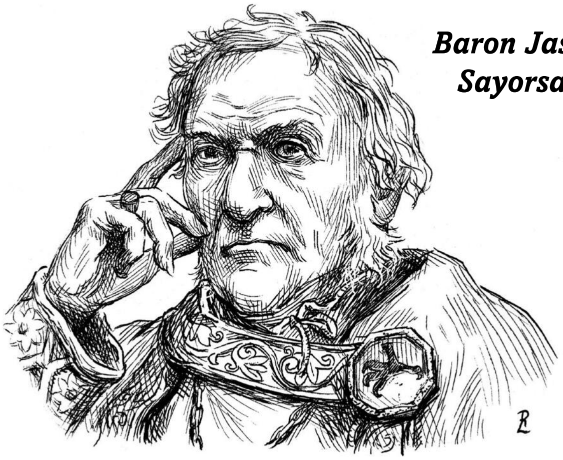
After eight years fighting and trading to many points between Hârn and the western shores of the Venarian Sea, the company were hardened veterans. Arech's captain, Jasyph Sayorsaxe, joined the Black Talon in Tarkain, where he had been sentenced to hang for piracy. Sayorsaxe's skill at acquiring and selling cargoes one way or another made Arech and his company very rich.

When Arech felt sufficiently prepared, he returned to Rethem and was made bailiff of Gonedy Manor on the south bank of the Thard. He renamed his company the *Champions of the Golden Stag* and made them his personal bodyguard. He continued to build his forces. His chief lieutenant, Erych Kasta, was a notorious brigand leader in the Hefiosa Hills, wanted for murder and other crimes and under sentence of death in Kanday and the Thardic Republic. Arech saw the value in a man of proven effectiveness and few alternatives and hired him into the company, where he has rewarded Arech's faith amply.

When Chafin II died peacefully in 715, Arech was better prepared than any rival, and more ruthless. A maelstrom of intrigue and violence ended only when he took the throne and the name Chafin III.

Chafin's administration is built upon his "true brothers," the men of the Black Talon, who proved their loyalty before he was king and who acted to ensure his accession. Chafin personally holds all unassigned offices.

The king has a great fondness for the sea and suffers from insomnia. He is often seen strolling on the dock or the rooftop of Shostim Castle.



Baron Jasyph Sayorsaxe

Sir Jasyph Sayorsaxe

As Chancellor of the Exchequer, Sir Jasyph is in charge of Rethem's finances. His responsibilities include the collection of all royal revenues and advising the king on budgetary matters.

Sir Jasyph Sayorsaxe served as captain of the Black Talon during Chafin's younger days. He showed exceptional ability both in honest trade and in piracy when that was more profitable. He is under penalty of death in Tarkain and several other Venarian states.

Sayorsaxe was rewarded for his loyalty by being made Baron of Omnis. Although Omnis is theoretically held from Techen, Sir Jasyph's loyalty is firmly with the king. He has not paid his feudal dues to the Earl of Techen since the wardship ended. Many older clans resent his sudden prominence but fear to say so publicly. He is effective at ensuring the income needed by the crown and uses his position to force surprise visits on the kings' tenants for the ostensible purpose of assessing their tax obligations. He is usually greeted cordially, in no small part because he arrives with 30 armed men from the Black Bull mercenary company. He spends most non-winter months traveling.

Sir Jasyph gains considerable intelligence through two often unsuspected sources. Agents of the harbor masters of Golotha and Shostim regularly report on maritime activity, enthusiastically exercising their right to inspect any ship they choose. Sir Jasyph also controls an army of 24 tax collectors and toll collectors. The toll collectors have the authority to stop and inspect any cart, wagon, animal, or person using any of the king's toll bridges and toll roads; they can impose impromptu tolls at any time. Theoretically, the tax collectors cannot be kept out of any holding in the kingdom. Realistically, however, they rarely visit the far-flung reaches of Hohnamshire. Although their main business is to assess value and demand tax payments, they are often excellent detectives who learn more than their hosts expect.

Sir Erych Kasta

Sir Erych, Constable of Shostim Castle, is one of the most powerful men in Rethem and a close friend and confidant of Chafin III. This sullen, brutish thug was appointed for his ability to carry out Chafin's plans unencumbered by conscience. His most important role is to execute Chafin's orders without question. He is not overburdened with intelligence or patience and occasionally acts on incomplete information.

Sir Erych was not born gentle and there is nothing gentle about him. He is wanted for murder and worse in the Thardic Republic and Kanday. He owes his considerable wealth to Chafin; his loyalty and skill at arms make him the king's most trusted retainer.

Justice

As Lord Chancellor, Sir Erych is responsible for the judiciary of the kingdom. He appoints sheriffs and other legal officials and presides over the chancery court, the highest court below that of the king. The Lord Advocate and the Inquisitor General are relatives of Sir Erych. The litigants they employ are selected more for loyalty to the king than for skill. In fact, in Sir Erych's judiciary, justice is defined solely as loyalty to Chafin III.

The sheriffs of Zabinshire and Hohnamshire are Sir Erych's agents within their shires. Each commands a keep, which is a royal stronghold and residence. Sir Erych himself is the Sheriff of Parachshire. Most hundred moots are held by bailiffs loyal to the crown and appointed by the sheriffs, although tradition sometimes interferes. The bailiffs officiate on local matters of justice once or twice a month and collect taxes for the Exchequer.

Sir Erych is currently very concerned about the loyalty of Sir Rihar Porteh, the Sheriff of Hohnamshire. Sir Rihar was appointed to monitor the activities of the rebellious Earl of Tormau but appears to be wavering in his loyalties. Sir Erych considers it a priority to rein in the sheriff or replace him before he joins forces with Earl Denyl and becomes difficult to remove.

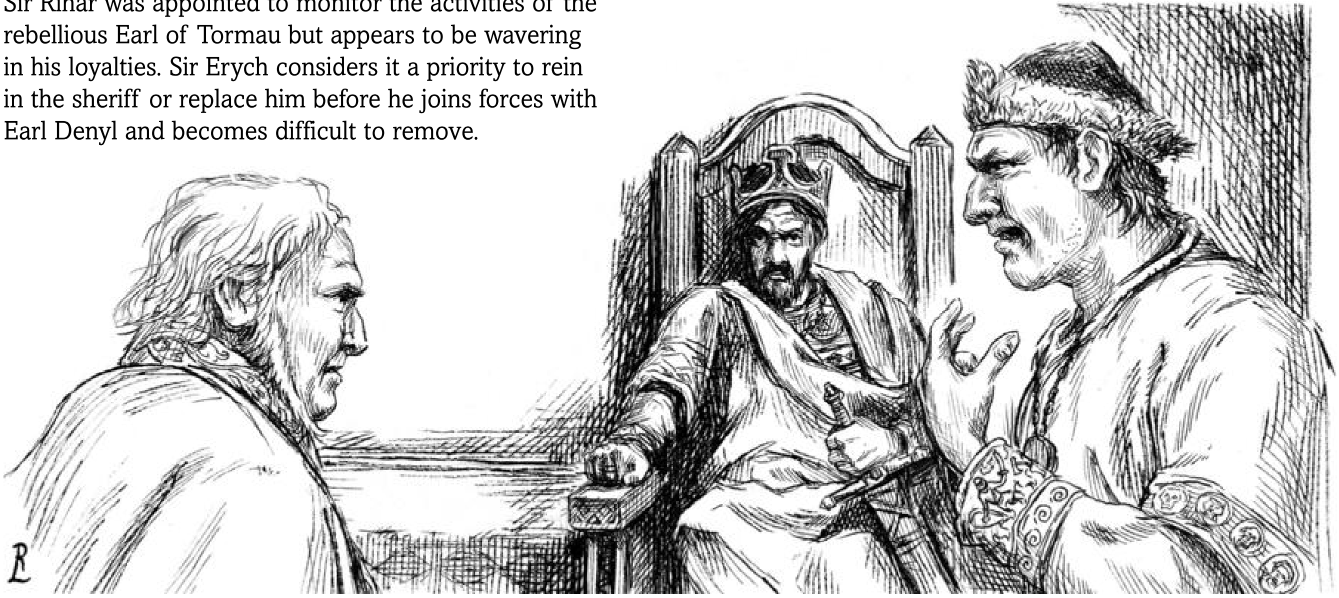
Security and the Royal Household

As Chamberlain, Sir Erych is responsible for security and day-to-day operation of the royal household. He has daily access to the king and controls all audiences with him. He also administers a number of less glamorous offices that yield a bounty of useful information about potential traitors and rebels.

Harper Royal Wasar of Wonerele may be Chafin's single best spy. He is an affable fellow, popular in inns and taverns throughout the kingdom and even in Golotha. He travels everywhere on his well-known mission to collect the tales and songs of Rethem. He maintains an extensive network of storytellers, harpers, and thespians throughout the kingdom. Wasar is an excellent observer and interviewer who often learns far more than his subjects know. Wasar shares his information only with Sir Jasyph Sayorsaxe or with Chafin himself; Sir Erych is content to leave the storyteller to his own devices.

The Kemelras Royal controls the Agrikan central authority in Rethem. Although not a particularly strong office in Rethem, the Kemelras oversees all priests who are not in one of the orders, mostly chaplains who serve in keeps and manor houses across the kingdom. He has eight Ulankhs, priests with no allegiance to a temple or order, who act as his spies, inspectors, and emissaries. The Kemelras uses the excuse of providing ecclesiastical guidance and supplies to ensure constant contact with his clerics. He shares information with his friend Sir Jasyph directly when he can, and with Sir Erych at other times.

Sir Ovar Braimon, Master of the Hunt, ensures that all royal forests are well managed and that poaching is punished. He uses his authority to make unannounced visits to holdings that border on royal forests, especially in Parachshire and around Alega Wood in Zabinshire.



SHIRES AND HUNDREDS

Rethem is divided into three shires, each subdivided into hundreds. The judicial divisions are unrelated to the feudal subinfeudation of land. The shire moot is shown below each shire name.

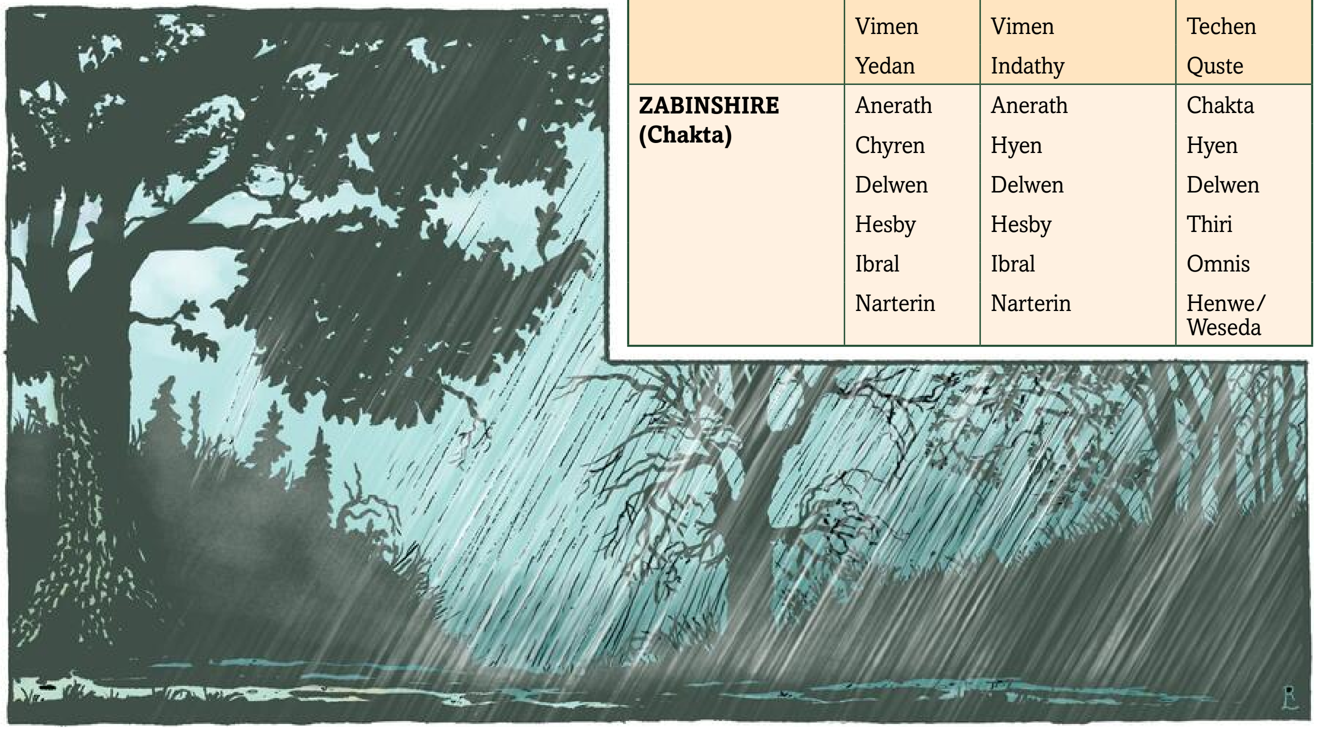
Each shire is administered by a sheriff. Sheriffs have judicial and taxation rights, tempered by the expectations of the hereditary nobility and the forms and dictates of Rethemi law. Although the office of sheriff is held by powerful nobles, they have no hereditary claim to this title and serve at the pleasure of the king.

In most hundreds, the sheriff appoints a bailiff to administer local justice. Other Bailiff of the Hundred positions are held by the heads of Agrikan fighting orders. By tradition, the heir presumptive to the Earldom of Ithiko is named Bailiff of Jenath Hundred.

Forest hundreds make up a huge part of the kingdom but are largely unpopulated (see pages 30–31).

The economic center of each hundred is shown under Market; it is usually the main settlement in the hundred but often a separate settlement from the hundred moot. Crushing tax burdens keep a strong black market running between villages. Rampant corruption means that guild privileges are unevenly enforced, but penalties for breaching them are invariably significant.

Shire	Hundred	Hundred Moot	Market
HOHNAMSHIRE (Winen)	Adanal	Adanal	Quiso
	Cethary	Winen	Winen
	Deryath	Deryath	Dasen/ Tormau
	Emesa	Bedenes	Emesa
	Emetern	Emeter	Ithiko
	Falwyn	Lujay	Ithius
	Hullen	Arketh	Arketh
	Jenath	Jenath	Zaza
	Kelesa	*Forest hundred*	•
	Magude	*Forest hundred*	•
	Nouserin	*Forest hundred*	•
	Rylosin	*Forest hundred*	•
PARACHSHIRE (Shostim)	Fesenor	Fesenor	Shostim
	Gerdel	Themeson	Themeson
	Hefane	Hefane	Senun
	Hubael	Hubael	Golotha/ Bekar/ Norienar
	Keserin	*Forest hundred*	•
	Laxley	*Forest hundred*	•
	Mernua	*Forest hundred*	•
	Quarien	*Forest hundred*	•
	Saffeld	Saffeld	Phira
	Terin	Menekai	Menekai
	Vimen	Vimen	Techen
	Yedan	Indathy	Quste
ZABINSHIRE (Chakta)	Anerath	Anerath	Chakta
	Chyren	Hyen	Hyen
	Delwen	Delwen	Delwen
	Hesby	Hesby	Thiri
	Ibral	Ibral	Omnis
	Narterin	Narterin	Henwe/ Weseda



FOREST HUNDREDS

The forest hundreds of Rethem are under the jurisdiction of the Forest Wardens of Hohnamshire and Parachshire, who report to the Chief Justice of the Forests, Terin of Yremet. Under Chafin III, these positions are generous sinecures filled by relatives and loyal political appointees who have neither the knowledge nor the inclination to pursue their functions. The daily work of administering the vast forest wealth of Rethem is delegated to the sheriffs of Hohnamshire and Parachshire.

FORESTS OF HOHNAMSHIRE

Most of northwestern Rethem is forest inhabited by the Kuboran tribes. Ancient ruins show the extent of the old Corani empire.

Sheriff Sir Rihar Porteh is a man whose ambitions may exceed his loyalty to the crown. The sheriff's seat at Winen is near enough to Tormau to watch the activities of that wealthy and rebellious earl and far enough from Shostim to permit little oversight by the crown. The Earl of Tormau has labored to bring the sheriff under his influence and has succeeded to the extent that both men currently grow wealthy trading for furs and extracting timber under a tenuous treaty with the Kubora.

Kelesa

Kelesa forest hundred is bounded by the Hohnam Marshes and the Kelesa River. The region is colloquially known as the "Hohnam Blight." It is within the range of the Utcin and Delerni Kubora tribes, which makes it dangerous for lone or poorly defended travelers.

Rough trails and numerous ruins are all that remain of this once-settled province. Its settlements have fallen to long-ago plagues and blights. The salt pan at Straden Bay, once an important settlement in the Corani Empire, was destroyed by Arlun's push to Shostim. It was never permanently resettled and is now worked only seasonally. The copper mine is failing, its old pier crumbling into uselessness. The trail from Pobur is rarely used but is the best known access to the region. Hunting is surprisingly scarce in this hundred.

Magude

This region at the farthest reaches of the ancient Corani Empire is home to Sangic Kubora tribesmen and rarely patrolled by foresters. The region is dotted with Corani-era battle sites and ruins, which the Kubora treat as sacred sites. Legends claim the forests are haunted by the vengeful spirits of those killed during the Corani pacification of the region. Foresters assigned to the region rarely enter deeply. A few are willing to guide travelers but the price is high. The trails are not kept up and are barely known, even to the guides. The local tribesmen are reputed to destroy or obscure trails.

Nouserin

Rethem's northernmost forest hundred straddles the Denia River and contains the southern end of the infamous Scarlet Ribbon. Towering coastal firs give way to pines and hemlocks in the interior. The southwestern part of the hundred is heavily logged.

The ancient Corani silver mine east of Bedenes was rediscovered in 715. Miners from Bedenes venture into the hills but the Asawne Kubora vigorously hunt them. The Warriors of Mameka seek to exterminate the Kubora for the glory of Agrik, causing the tribesmen to retaliate against trappers and timberwrights from the Denia Valley settlements as well as those from Bedenes.

In addition to being a constant menace to travelers, the Suyari Kubora harvest deadly Leortevald and Fanosel and trade it to unscrupulous Rethemi for weapons. The tribes do not attack those wearing the colors of the Earl of Tormau. The earl has extended this privilege to the Sheriff of Hohnam but will crucify anyone who abuses it.

Rylosin

Plagues, the Balsan Jihad, and the purges of the Theocracy of Tekhos destroyed the settlements in Rylosin Hundred. The road through Hohnamshire was built by the Corani Empire as a major artery between settlements that are now nothing but ruins. The road remains a trade route but is less popular than travel by boat; it is untended and rarely patrolled. The foresters assigned to the trail consider it a bad duty and rarely venture far. The Suyari Kubora are dangerous and raids are common.

The west of the hundred is more heavily patrolled by foresters, and the trails between major settlements are kept safe. Although the Kubora seldom raid this far west, supply trains to the lead mine are well guarded. The Utcin Kubora harvest bog iron from the marshes in the east. A tin mine in the south is worked seasonally by teams from Arketh. Rylosin has a rich stand of Hârnic oak and western ash, both of which are desired by the lords of the nearby fiefs.

FORESTS OF PARACHSHIRE

Much of eastern Rethem north of the Thard River is unpopulated forest. This wild area, theoretically administered by forest wardens, is mostly abandoned.

Three of the four forest hundreds are left wild and unpatrolled. The Sheriff of Parachshire, the powerful Sir Erych Kasta, is more concerned about Kandian incursions and the security of the crown than about the safety of those foolish enough to travel in the wilderness.

The trails between settled areas are used only by the adventurous and the desperate. The royal foresters may serve as guides for those insistent on crossing the wilds, but they know the dangers and charge a high price.

Laxley

A wild and robust hundred, Laxley is Chafin's favorite hunting ground and the only forest hundred that gets any real attention from the royal foresters. Beech, chestnut, and Hârnic oak support wild boar of immense size and ferocity in the uplands. Foresters patrol this region well. Poachers are apprehended and publicly punished with little need for evidence.

The southern part of Laxley Forest is a fertile floodplain dominated by red maple and weeping willow. In the autumn, the banks of the Thard are covered with flaming red, orange, and golden foliage. The lush growth along the riverbank is also reputed to be home to snakes of prodigious size that can crush a grown man where he stands and lift the lifeless body high into the trees. The Thard is infested with pirates, who are rumored to hide in the Corani ruins along the north bank. Foresters remain watchful for Kandian incursions near Lake Tencen.

Keserin

Keserin is the forgotten hundred in Parachshire. Long disputed between gargun, Kubora tribesmen, and soldiers, the wealth of the Rayesha foothills lies barely discovered. Foresters patrol near the mines but seldom farther west. The landscape is dotted with Corani ruins, some still recognizable as buildings. Keserin has many beasts and the hunting is better than in Laxley Hundred. The trees are a mix of elm, birch, and firs.

Mernua

This forest hundred is rugged and mountainous. Its mines have long been exploited. One particular trail has four mines along its length: one salt, two copper, and one lead. Miners come with royal foresters in tow, so most believe the mining is done with royal permission. While there are no known gargun settlements this far south, the foresters all have tales of seeing gargun swarms boiling out of the mountains and killing everything in their paths.

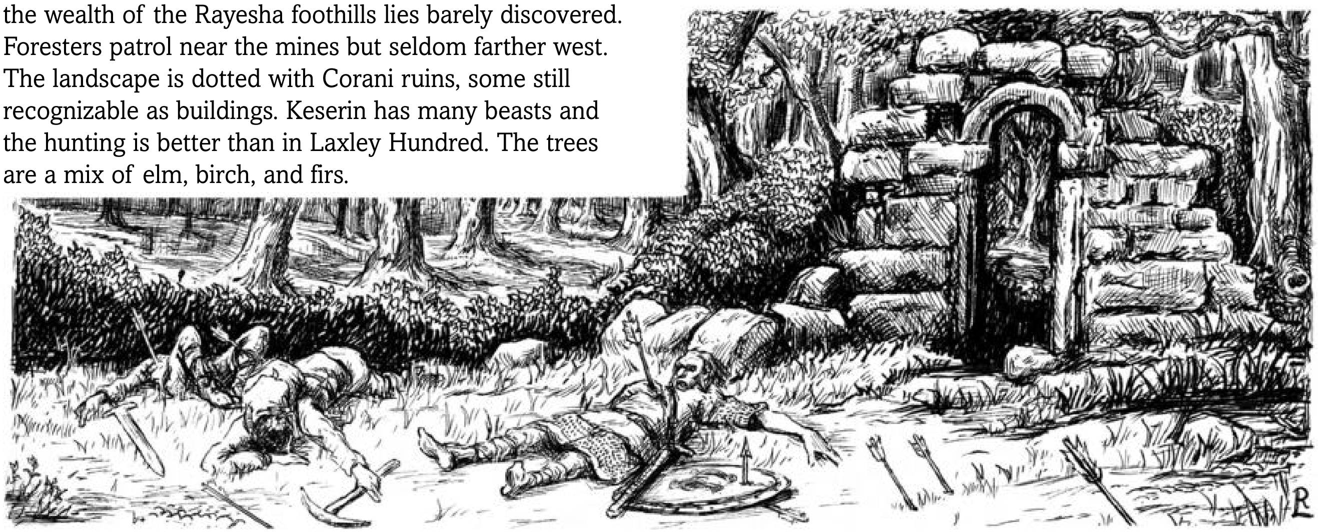
Unlike other forest hundreds in Rethem, this one seems to have no ruins or signs of older habitation. The Rethem border with Tharda is somewhere in the Rayesha Mountains. The countries have long been at odds over exactly where the border lies, and surveyors do not often return to report their findings.

Quarien

Quarien forest was once home to many Corani settlements and ruins abound in areas of cleared land. Ancient maps and records show the region as part of the empire throughout the 5th century and the Miners' Guild has records of valuable old Corani mines along the trails.

The Kubora reclaimed the area after the fall of the empire. Later, the Coranan Republic established some settlements to harvest the area's rich mineral deposits but Arlun's raids decimated them. Most of the Kubora who made it their home after Arlun's conquest left when his half-blood son took power. Those Delerni tribesmen who remain in the western part of the hundred are the target of incursions by the Red Shadows of Herpa from Menekai.

The once-paved Hohnam Highway running through Quarien is now little more than a wide path surrounded by ruins. The Delerni are hostile to lone or poorly defended travelers in their territory but have no special reverence for the ruins.



MILITARY RESOURCES

Rethem is perpetually on the verge of war with Kanday, the Thardic Republic, and the Kubora tribes of Peran. Civil war may be imminent, and minor rebellions must be dealt with swiftly lest they ignite broader conflict.

Garrison and Militia

All major settlements maintain a garrison for defense. Garrisons usually consist of one company (about 20 men) for keeps and two companies for castles. All fiefs are expected to muster a militia force roughly equal to their number of households for defense only.

Feudal Levy

The levy consists of knights and yeomen who hold land in exchange for 60–90 days of military service per year. Typically, each manor provides one knight (heavy or medium horse) and one squire (medium or light horse) per 1,500 acres, and a number of yeomen that varies by troop class and gross acres (see next page). Scutage is zealously collected for all fractions of land too small to support an additional warrior.

Some fief holders demand more to ensure sufficient strength to protect their holdings while they fulfill their feudal obligations. The actual Rethemi average is one knight per 1350 acres and one yeoman per 550 acres. About one knight in eight is equipped as heavy horse.

Vassals are expected to present themselves for service. Some lords accept a temporary replacement if the holder is injured or ill, but it is common to force succession when the knight can no longer uphold his military obligation in person.

Retinue

A distinctive characteristic of Rethemi feudalism is the permanent retinue. Most lords have a permanent cadre of knights (MH) and sergeants (MF), supported by income from their bailiff-held manors and scutage collected for fractions of land. These hand-picked men patrol the lord's holdings, act as problem solvers, and form the leadership and core of his feudal levy. The members of the personal retinue are selected for loyalty to their liege above all other considerations. The largest personal retinue in Rethem is the *Royal Guard,* detailed on page 34.

Mercenaries

There are many professional mercenary companies operating in Rethem. Mercenary commanders contract with powerful nobles, churchmen, and guilds to guarantee a certain number of men ready and able to fight within a stated time. They may undertake other work but must be able to fulfill their contractual obligations on short notice. The best-known mercenary companies are described on pages 36–37.

Fighting Orders

Rethem is unusual among Hârnic kingdoms in that Agrikan fighting orders hold a number of fortifications from the crown. The orders rely upon their clerical sponsors for religious guidance but the lands they hold allow them to be self-sufficient. Fighting orders commonly support one knight per 1200 acres and one light foot per 300 acres or one medium foot per 450 acres. The crown can revoke a holding at any time but dislodging scores of trained and equipped warriors may be unfeasible. The Agrikan fighting orders are discussed on pages 38–39.

Fighting Unit Abbreviations

These abbreviations are used to indicate the organized fighting forces operating in Rethem in 720:

The Royal Guard

RGK	The King's Guard
RGQ	The Queen's Guard
RGS	The Shostim Guard

Mercenary Companies

MAH	The Army of Hohnamshire
MBB	Black Bull Company
MAW	Company of the Argent Wyvern
MDM	Company of Dead Men
MRA	The Right Arm
MTM	Thorfinn's Marines
MWC	The Warden's Company
MBM	Warriors of the Bloody Mace

Agrikan Fighting Orders

AAG	Akarata's Guard
ACG	Cohorts of Gashang
ACH	Copper Hook
ARD	Companions of Roving Doom
ADP	Demon Pameshlu the Insatiable
ARS	Red Shadows of Herpa
AWM	Warriors of Mameka

Mandatory Militia Training

Fearing invasion from Tharda or Kanday, Chafin II decreed that all able-bodied men over the age of 14, including serfs and free-born commoners, were required to receive militia training. The decree was often ignored, as many of the fighting orders and powerful nobles, notably the Earl of Tormau, did what they wished.

Chafin III has not repealed this decree and most manor lords in all shires continue to hold twice-monthly militia training. Serfs are forbidden from owning or bearing arms at any other time but are expected to be ready and able to defend their lords' lands at need.

Some Agrikan fighting orders scorn the idea of a peasant militia, preferring instead to keep them unarmed and used only as forced labor.

Fief	Type	Grid	Holder	Liege	Garrison	Retinue	Levy		Households	Other Forces Present
					Horse/Foot	Horse/Foot	Manors	Acres		
Arketh	Keep	D6	Akarata (ARD & AAG)	Crown	4/16	28/48	11	41,420	820	–
Bedenes	Keep	C6	Akarata (AWM & AAG)	Crown	4/16	20/16	12	35,500	712	–
Bekar	Keep	D7	Baron Orgatt	Crown	0/20	2/6	17	31,200	640	–
Chakta	Keep	D7	Sheriff of Zabin	Crown	0/20	1/6	13	28,580	632	MDM
Dasen	Keep	C6	Constable	Tormau	0/20	2/4	9	19,320	420	–
Golotha	Castle	D7	Queen Erela (RGQ)	Crown	16/24	–	–	–	–	–
Golotha	City	D7	Heptarchial Council (AWM)	Crown (?)	0/32	–	–	–	1,240	MWC, MTM, ADP, ACG, ARS
Henwe	Keep	D7	Baron Pozen	Tormau	0/20	5/10	12	24,400	481	–
Hyen	Keep	D7	Akarata (ACH)	Crown	4/16	14/94	13	27,690	513	–
Ithiko	Castle	C6	Earl Barzak	Crown	0/40	4/8	16	35,660	715	MAW
Ithius	Keep	C6	Constable	Tormau	0/20	1/3	8	16,330	367	–
Menekai	Castle	E6	Akarata (ARS & AAG)	Crown	8/32	16/0	21	54,990	1,131	MBM
Norienar	Keep	D7	Constable	Crown	0/20	2/6	17	34,290	746	–
Omnis	Keep	E7	Baron Sayorsaxe	Techen (?)	0/20	3/4	27	51,010	1,050	MBB
Phira	Keep	E7	Constable	Techen	0/20	2/6	13	28,180	595	–
Quiso	Keep	D6	Baron Yonan	Tormau	0/20	1/1	12	24,590	540	–
Quste	Keep	D6	Baron Uldseth	Tormau	0/20	2/2	7	16,720	356	–
Senun	Keep	E6	Constable	Techen	0/20	2/2	17	32,880	685	–
Shostim	Castle	D6	Sheriff of Parach (RGS & RGK)	Crown	16/24	16/24	50	95,640	2,258	ADP, ARS
Techen	Castle	E7	Earl Lenesque	Crown	0/40	4/5	28	57,410	1,205	MRA
Themeson	Keep	E6	Akarata (ACG)	None	4/16	0/0	18	47,710	991	–
Thiri	Keep	E7	Baron Risalsin	Techen	0/20	3/3	21	43,000	883	–
Tormau	Castle	C6	Earl Lynnaeus	Crown (?)	0/40	3/3	33	58,050	1,255	MBM, MAH
Weseda	Keep	D7	Constable	Tormau	0/20	2/3	13	26,140	520	–
Winen	Keep	C6	Sheriff of Hohnam	Crown (?)	0/20	1/4	9	18,890	417	–
Zaza	Keep	D6	Baron Paque	Ithiko (?)	0/20	2/2	10	19,810	395	–

Key

Liege: A question mark (?) means the liege has reason to question the loyalty of this holder. Those without the ? may also be disloyal, but the liege might not know it.

Retinue: These numbers include the small personal retinue of the individual fiefholder, the King's Guard in Shostim, and deployable units of the fighting orders not tasked with garrisoning the keep or castle (such as the Akarata's Guards).

Levy Manors: Each manor is expected to provide one knight (HH or MH) and one squire (MH or LH).

Levy Acres: A manor with 3,000 acres must provide a second knight. All manors provide a number of yeomen that varies by troop class: 1 Light Foot (LF) per 600 acres, 1 Medium Foot (MF) per 900 acres, and 1 Shortbow (SB) per 1200 acres.

> ***Example:*** *The knight of Losardy Manor (Weseda), 2430 acres, owes 1 MH (himself), 1 LH (a squire), and three yeomen (2 MF and 1 LF), plus scutage for 30 acres.*

Households: All fiefs are expected to muster a militia force roughly equal to their number of households for defense only.

Other Forces Present: Units that are not accounted for in the other categories. See page 32 for abbreviations.

Unit Stats for *BattleLust*

BattleLust (COL #8001) includes rules for combat between small groups of warriors.

Class	Description	INI	PHY	GAC	MOV
HH1	Heavy Horse, Feudal	82	11	3	16
HH2	Heavy Horse, Elite	85	11	3	16
HH3	Heavy Horse, Agrikan	82	11	3	16
MH1	Medium Horse, Feudal	78	11	2	16
MH2	Medium Horse, Agrikan	78	11	2	16
MF1	Medium Foot, Feudal	75	11	2	9
MF3	Medium Foot, Agrikan or Elite	78	11	2	9
MF4	Medium Foot, Huscarls	75	11	2	9
LF1	Light Foot, Feudal	71	11	1	10
LF3	Light Foot, Agrikan	71	11	1	10
LF4	Light Foot, Clansmen	71	11	1	10
LF8	Light Foot, Kuboran	71	11	1	10
UF1	Unarmored Foot	64	11	0	11
LB1	Longbow	71	11	1	10
SB1	Shortbow	71	11	1	10

INI is typical Initiative for a warrior of this type. PHY represents physique, shorthand for physical ability to withstand injury. GAC is Generic Armour Class, and MOV is move rate.

THE ROYAL GUARD

Few feudal states have permanent armies; in Rethem, few major nobles are without one. The Royal Guard is only one of several large forces in Rethem.

During the reign of Chafin II, the Royal Guard numbered 300 men, a major expense. In 715, Chafin III drastically reduced the guard to less than half that size and replaced many of the remaining troops with men of proven loyalty. Suddenly left without employment, some of the men accepted positions with the Earl of Tormau. Two companies joined the *Army of Hohnamshire* in Tormau while others were placed with the earl's vassals at Weseda and Henwe. Most of the other men found employment with Rethem's many personal retinues and mercenary companies.

The Royal Guard, formally known as the *Champions of the Golden Stag,* is a permanent force supported by the royal treasury and the king's personal revenues; additional forces are provided by the fighting orders or raised by the feudal levy. Upon ascending the throne, the king surrounded himself with men from his personal retinue, which had been known as the Company of the Black Talon. Sir Endar Araku, a distant but loyal relative of the king, was made Captain of the Royal Guard. Now nearly 70 years of age, his position is a sinecure; he collects his salary and restricts his active involvement to quarterly inspections.

Sir Aelfwik Borganau, a close confidant and utterly loyal minion of the king, leads the *King's Guard* and is the current de facto commander of the Royal Guard. Sir Erych Kasta, constable, sheriff, and commander of the *Shostim Guard*, committed several very discreet and deadly acts for the king immediately after the death of Chafin II. Some other former members of the Black Talon include Baron Jasyph Sayorsaxe (Chancellor of the Exchequer) and Sir Harbeld Koldeth (a company captain in the *Queen's Guard*).

Charged with protecting the royal household, the Royal Guard is composed of three companies (six eight-man squadrons) of knights and three 24-man reinforced companies of men-at-arms. The lavishly equipped knights-bachelor are drawn from among the most loyal and trustworthy retainers of the king. The heavily armed medium foot are drawn exclusively from long-time vassals of Clan Araku. These men have no lands or wealth but hold prestigious and lucrative positions from the crown; their loyalty is virtually assured.

The Royal Guard

The King's Guard

Two eight-man squads of heavy horse and one 24-man company of elite medium foot travel with the king. The members of the King's Guard are chosen men promoted from the other two guards and equipped with the finest quality weapons available.

RGK 16 HH2, 24 MF3 travel with king

The Queen's Guard

Two eight-man squads of medium horse and one 24-man company of medium foot defend Caer Chaftar in Golotha.

RGQ 16 MH2, 24 MF3 in Golotha

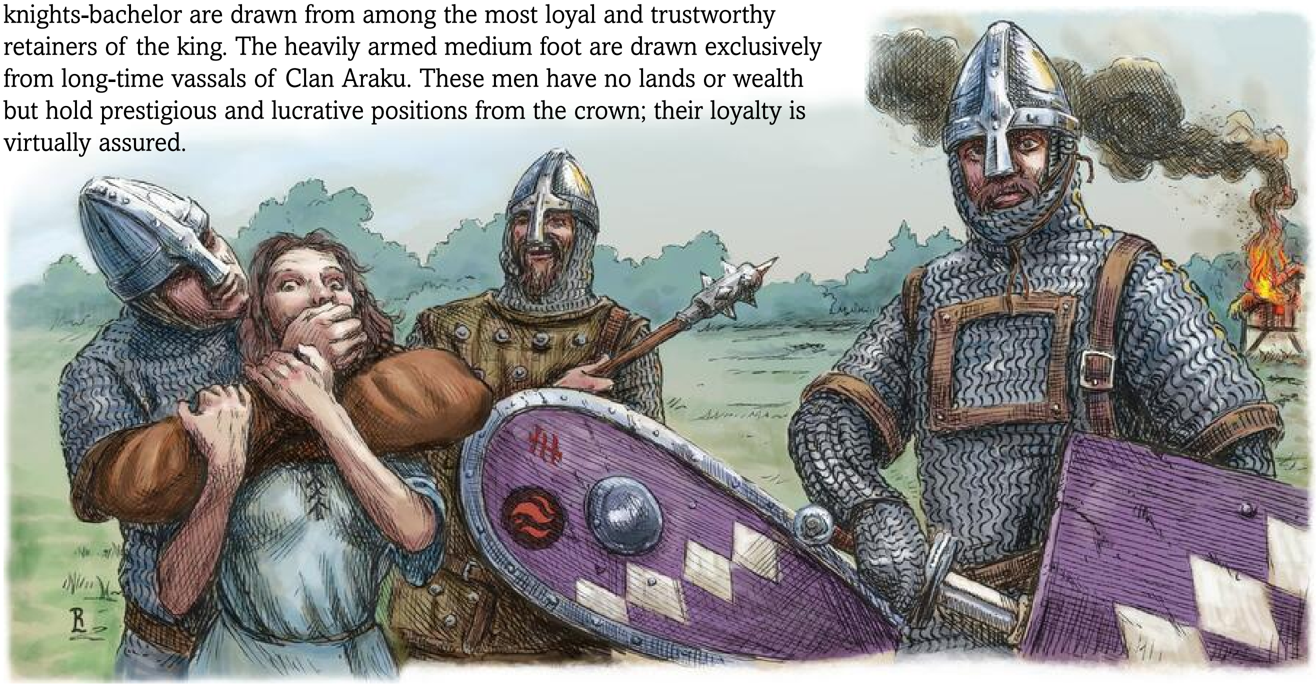
The Shostim Guard

Two eight-man squads of medium horse and one 24-man company of medium foot defend the royal castle at Shostim.

RGS 16 MH2, 24 MF3 in Shostim

The Sponge Strategy

Chafin III knows that any subject that he visits is bound by law and tradition to support him, the 16 knights and 24 men-at-arms of his personal guard, plus whatever other courtiers and servants may be required for the functioning of crown business. This offers the king a two-fold opportunity: a chance to view first-hand the loyalty of the subject while seriously draining the subject's resources.



MORGATHIAN FORCES

Any military action in Rethem must take into account the interests of the Morgathian Church and its ability to defend them. The Church is long established and well organized, with a mission to create an army of Gulmorvrin to conquer Lythia and all of Kethira beyond. Unfortunately, little is known about its resources, other than its obvious power in Golotha. The Gurim heads a mysterious force of unknown composition. The Church is wealthy and has agents in many parts of the kingdom. The Gurim would be a credible backer of any force that would deal with him.

The Morgathian primacy in Golotha provides advice, materials, spiritual assistance, and communications for the few Morgathian temples on Hârn and 13 small covens in the area stretching from Kustan to Sarkum and east as far as Thay. Generous contributions from Golothans and extensive far-flung business holdings provide the wealth the distant temples rely upon.

The Gurim has developed an effective distribution network to adherents in Rethem and beyond. The Church is a secret half-owner of the *Kraken*, a 60-foot dak. The public owner is Largo of Lorjan, the Mercantylers' Guildmaster and a syndic of the Golotha Mangai. Largo also has many dealings with the Agrikan Apalankh, Sir Klrydes Bisidril. He knows a great deal about who owes money to whom. The Gurim maintains good business relations with Jarop of Zarainsen, leader of Golotha's powerful Lia-Kavair.

Morgathian Settlements

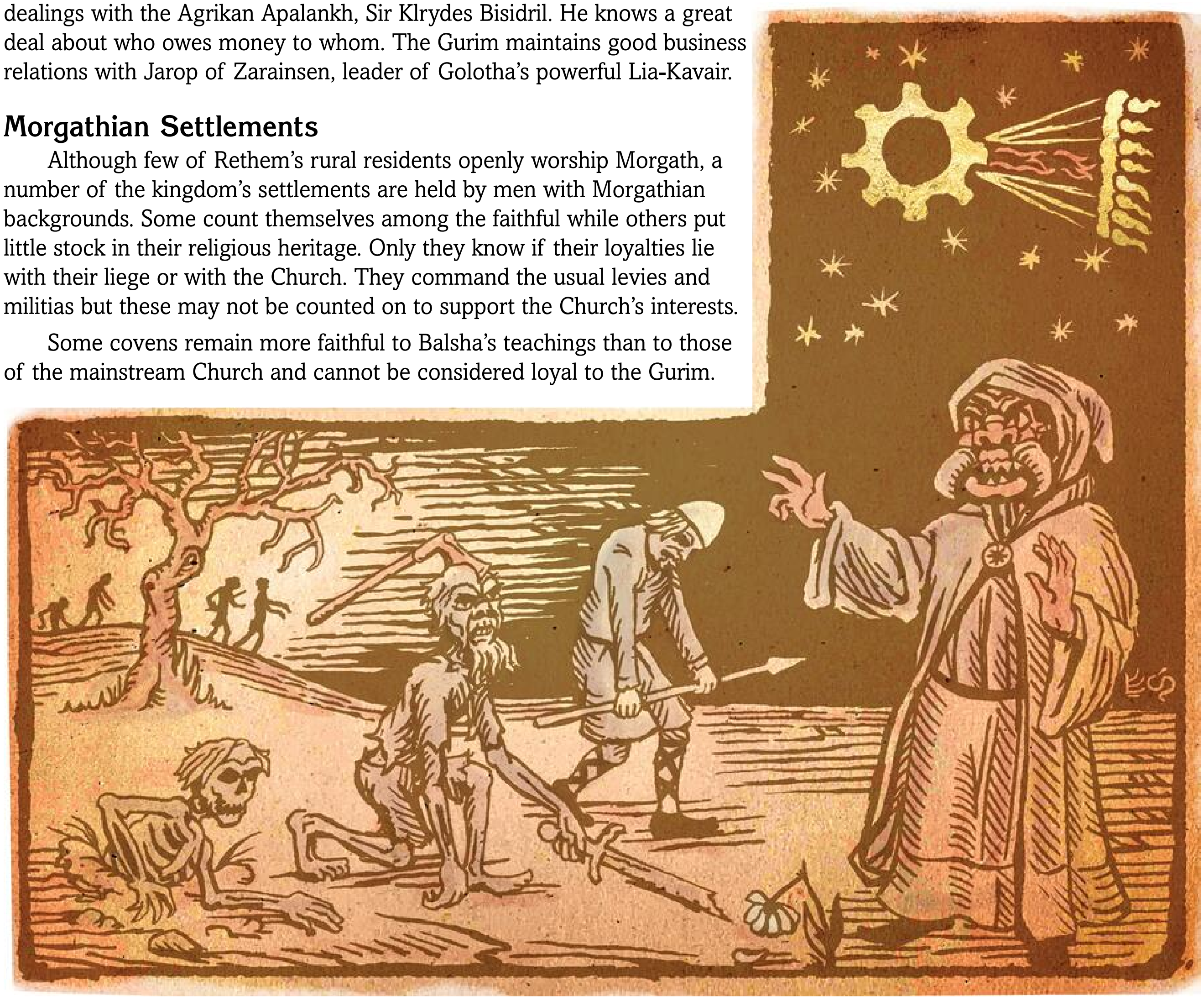
Although few of Rethem's rural residents openly worship Morgath, a number of the kingdom's settlements are held by men with Morgathian backgrounds. Some count themselves among the faithful while others put little stock in their religious heritage. Only they know if their loyalties lie with their liege or with the Church. They command the usual levies and militias but these may not be counted on to support the Church's interests.

Some covens remain more faithful to Balsha's teachings than to those of the mainstream Church and cannot be considered loyal to the Gurim.

Military Use of Gulmorvrin

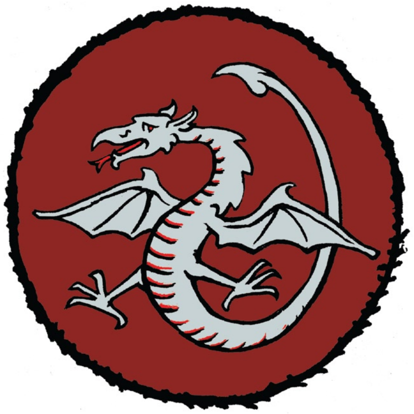
The Morgathian *Order of the Lord of Chaos* has rituals to create and control Gulmorvrin but there is little hard information about their possible military use of these undead minions.

Sir Jasyph knows the whereabouts of a very few Morgathian temples in settlements around Rethem but suspects there may be others that are secret or defunct. Since even a defunct temple might hold a significant number of Gulmorvrin, Sir Jasyph fears there could be thousands in the kingdom. He is very anxious to learn more and is currently seeking people who can provide information about this matter.



MERCENARY COMPANIES

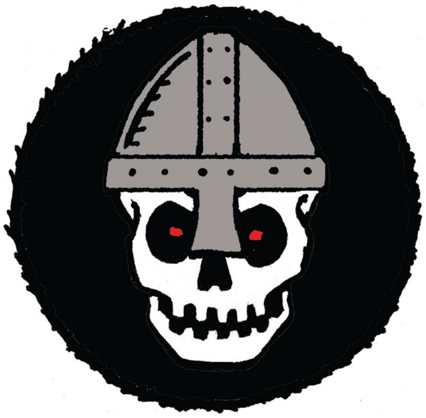
Rethem has many mercenaries. Most operate in small units of 10–15 men, making a living providing security for caravans, worksites, and mines. There are dozens of these smaller units under contract to noble houses. Some well-known larger units also operate in the kingdom.



The Company of the Argent Wyvern (MAW)

Since the loss of Ithius Keep to Tormau, the Earl of Ithiko has contracted the Company of the Argent Wyvern. These two companies of light foot are paid a minimal wage by the earl and take the rest of their wages from the populace through brigandage. The earl has little interest in curbing the excesses of these hired thugs.

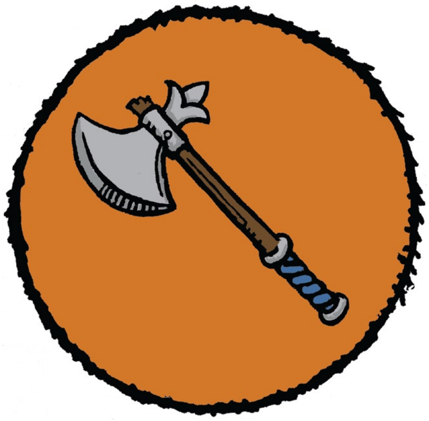
MAW 40 LF1 in Ithiko



The Company of Dead Men (MDM)

Headquartered in Golotha, the unit has 60 men, including a dozen light horsemen and a like number of longbowmen. They accompany caravans and work short-term garrison duty at Caer Chakta.

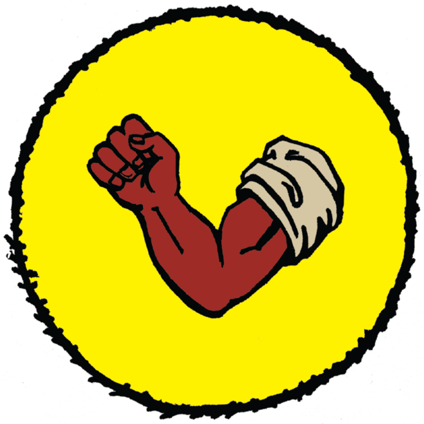
MDM 12 LH1, 12 MF1 in Golotha or with caravans
24 LF1, 12 LB1 in Chakta



The Army of Hohnamshire (MAH)

The Earl of Tormau has never sworn fealty to Chafin III and provides protection to two children whose legitimate claims to the throne of Rethem are senior to Chafin's own claim. The earl has built a formidable force of Ivinian and Orbaalese mercenaries, former royal guardsmen from the reign of Chafin II, Kuboran tribesmen, brigands, and others. Tormau is also home to the finest shipwright in Rethem, which gives the earl's army a degree of mobility unmatched by any rival forces with the exception of the Companions of Roving Doom.

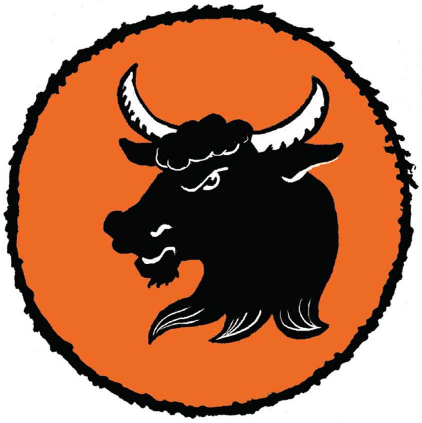
MAH 20 MF3, 20 SB1, 4 60-ft niviks (ex–Royal Guard)
40 MF4, 60 LF4, 4 80-ft warboats (Ivinian)
50 LF8 (Kuboran)



The Right Arm (MRA)

Rethem's wealthiest earl, Sir Revi Lenesque, has augmented the garrison of Techen Castle with the Right Arm, which consists of a squadron of cavalry and a company of infantry. The cavalry reinforces his retinue knights on their roving patrols of his lands. They are well paid and equipped.

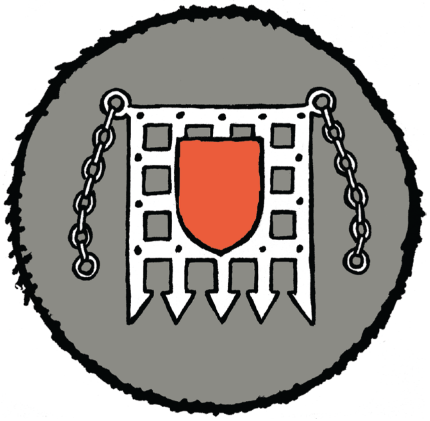
MRA 10 MH1, 20 MF1 in Techen



The Black Bull (MBB)

The Black Bull is a relatively new company, formed in 716. Little is known about who they are or where they come from. Composed of one squadron of cavalry (LH) and a company of infantry (MF), they wear plain black surcoats with white trim. They are under exclusive contract to Sir Jasyph Sayorsaxe. They are based in Omnis but travel with Sir Jasyph as he performs his duties as Chancellor of the Exchequer.

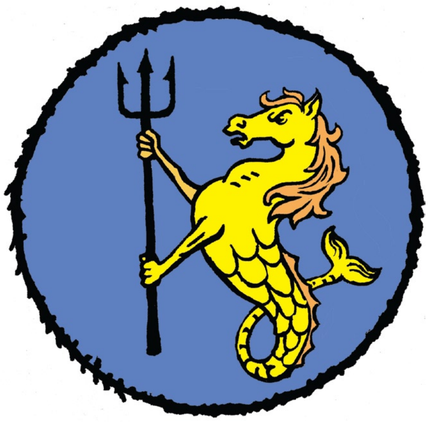
MBB 10 LH1, 20 MF1 traveling with Sir Jasyph



The Warden's Company (MWC)

The Warden's Company has been around for about 40 years. They were founded by one of King Puril's followers for the express purpose of bidding on the position of Gate Warden in Golotha. Now into their second generation, the company is composed almost exclusively of members of Clan Garken, either by birth or marriage. They have two decads (a unit of 10 men) of light foot, one per gate, and two knights, the captain and his lieutenant. They work closely with the City Guard.

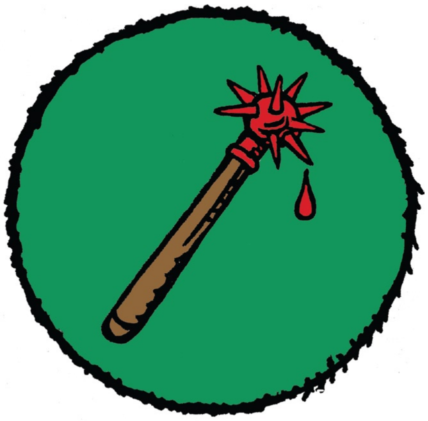
MWC 20 LF1, 2 MH1 in Golotha



Thorfinn's Marines (MTM)

Thorfinn's Marines are an elite mercenary unit of 36 warriors, mostly Ivinian huscarls, formed into two companies. They own *Njehu's Teeth*, a warboat beached in Golotha where the unit is headquartered.

MTM 36 LF4, 1 warboat in Golotha



Warriors of the Bloody Mace (MBM)

The largest mercenary unit on Hârn, the Warriors of the Bloody Mace has troops in both Rethem and the Thardic Republic. One company is under contract to the Red Shadows of Herpa and assists them in their war of extermination on the Kubora of Peran. The Earl of Tormau employs three companies to protect his commercial interests, vessels, and caravans. The Miner's Guild employs two companies to protect their mines at Menekai and one company guards the iron operation of the Warriors of Mameka. Company commander Fastlaak Redhook prefers to spend most of his time in Menekai and Techen with his elite personal detachment.

MBM 20 MF1 in Bedenes (Warriors of Mameka)
40 LF1 in Menekai (Miners' Guild)
20 MF1 in Menekai (Red Shadows)
10 MF2 traveling with Redhook
20 MF1, 20 LF, 20 SB in Tormau

THE AGRIKAN FIGHTING ORDERS

Six Agrikan fighting orders are active in Rethem. Chafin III has secured the loyalty of the Companions of Roving Doom, the Warriors of Mameka, and the Red Shadows of Herpa. Each maintains at least one company at the king's beck and call. The remaining fighting orders have yet to swear fealty to Chafin III.

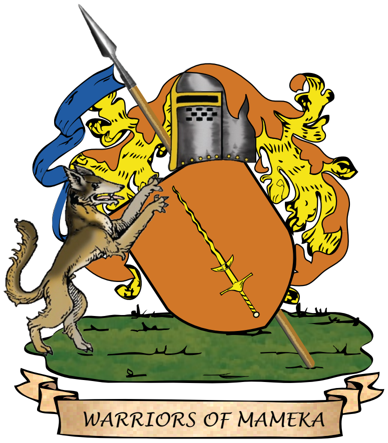
Under canon law, the fighting orders are subject to their sponsoring clerical order. However, they hold their lands from the crown and tend to be financially independent. They rely on their clerical sponsors for spiritual guidance and ecclesiastic services and supplies.

The Agrikan Company

The fighting orders follow the Agrikan model: each 20-man company includes four MH3 haragki (knights) and 16 MF2 laumak (men-at-arms). Each company can be divided into two octads of eight men or four teams of four, each led by one of the haragki.

The Akarata's Guard (AAG)

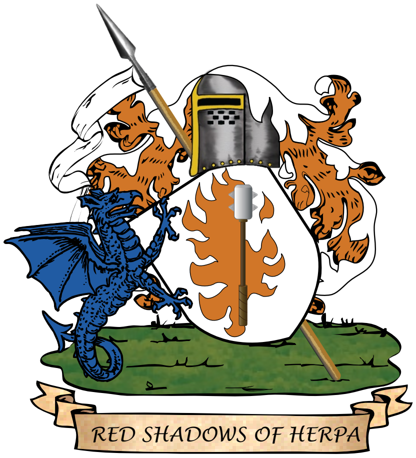
The grandmasters of the three fighting orders loyal to the king each handpick two octads of men from within their order's ranks to be their Akarata's Guard. These knights are granted new arms, armour, and a warhorse, and are paid a monthly retainer directly from the Apalankh. The costs are paid for from church tithes.



The Warriors of Mameka (AWM)

The Warriors of Mameka, based in Bedenes, crusade against the Kubora and threaten Tormau's northern flank. They are sponsored by the Golotha-based Order of Mamaka, Master of Steel, known for their terrifying alchemical weapons and consecrated blades. The order's Senesharil is Apalankh Klyrdes Bisidril. The Warriors also supply the crown with two companies (two octads each, led by priests) to act as the Golotha City Guard.

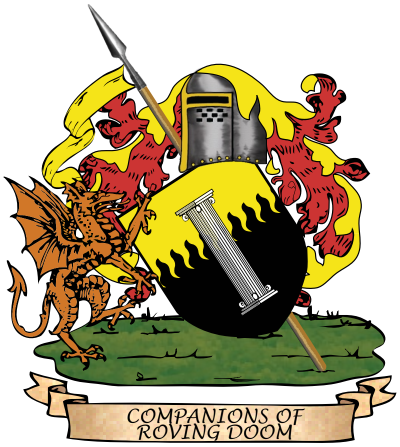
AWM	2 garrison companies in Bedenes
	3 companies in Emesa Hundred
	2 companies in Hengel (1 for the king)
AAG	2 octads (HH) in Bedenes



The Red Shadows of Herpa (ARS)

The Red Shadows of Herpa are based in resource-rich Menekai, from where they persecute the Kubora. The Red Shadows are sponsored by the clerical Order of Herpa the Mace, led by the Kemelras Royal.

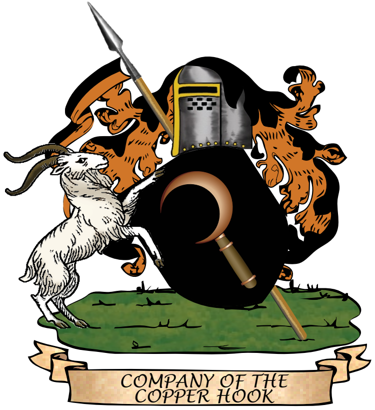
ARS	2 garrison companies in Menekai
	1 company in Shostim (for the king)
	7 companies in Terin Hundred
	1 company in Golotha (temple guards)
AAG	2 octads (MH) in Menekai



The Companions of Roving Doom (ARD)

The Companions of Roving Doom have traditionally served Rethemi kings as "leg breakers." The Companions specialize in seaborne assaults of devastating speed and effectiveness. From Arketh, they can project lethal force to most settlements along Boka Bay within hours. They see minimal interference from their near-extinct sponsoring clerical order, the Pillar of Fire; their extensive funding comes from the Kemelras Royal and the crown.

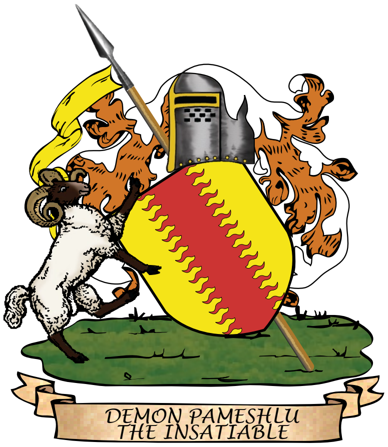
ARD	1 garrison company in Arketh
	3 companies & 3 warboats in Arketh (for the king)
	3 companies in Hullen Hundred
	2 companies in Ibarl Hundred
AAG	2 octads (MH) in Teregan



The Order of the Copper Hook (ACH)

Since the loss of most of their holdings during Ezar's War, the Copper Hook has been reduced to a single keep, Hyen. They maintain a force far larger than their lands can support. They make up the deficit by raiding Kanday and through several benefactors, including covert support from the Earl of Tormau and the Thardic Senate. Their sponsoring clerical order, the declining Fuming Gate, can offer no financial support. Chafin III keeps his distance to avoid being entangled in the Akarata's provocations.

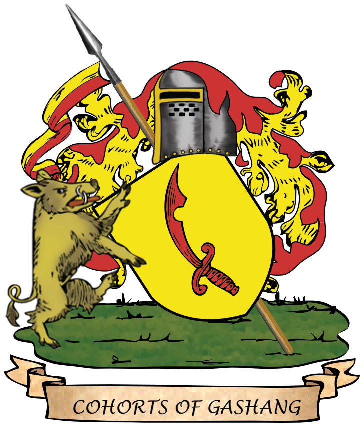
ACH	Equivalent of 11 companies in Chyren Hundred



Demon Pameshlu the Insatiable (ADP)

This order holds no lands. Their sponsors, the clerical Order of the Octagonal Pit, operate the Pamesani arenas in Golotha and Shostim. The fighting order serves as guards, gladiators, and beast and slave masters. They are heavily influenced by Thardic business interests and may be under the influence of other Golothan forces. This may explain why they are reluctant to swear fealty to the crown. Most of their "knights" are skilled gladiators.

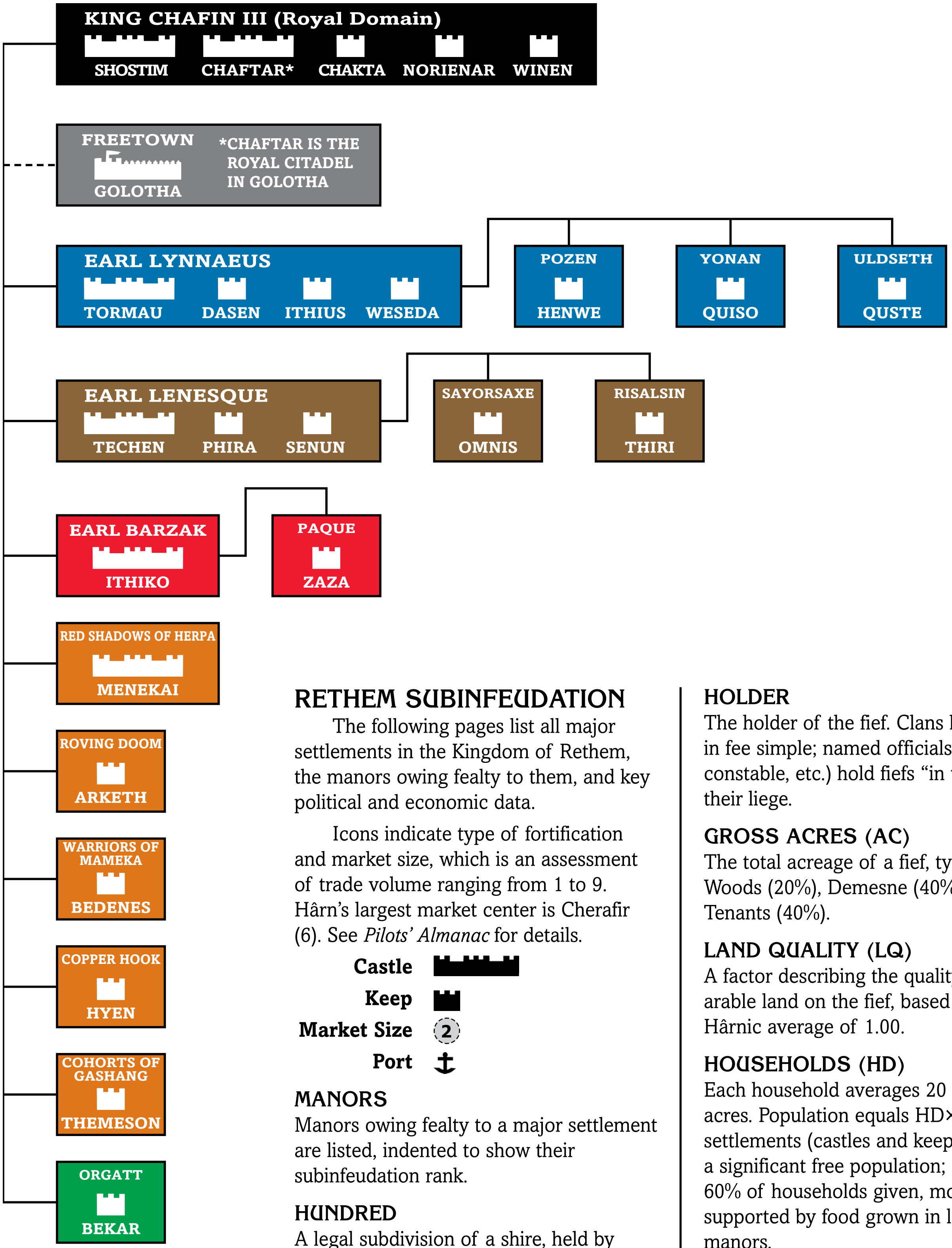
ADP	Equivalent of 2 companies in Golotha
	Equivalent of 1 company in Shostim



The Cohorts of Gashang (ACG)

The Cohorts of Gashang was formed by members of the Red Shadows of Herpa in 714 as part of the political and theological schism that saw the Order of the Eight Demons split from the Order of Herpa the Mace. The Cohorts are over-stretched and caught between the vengeful Red Shadows and the Thardic legions. They hold Themeson and surrounding lands and provide guards to Eight Demons temples in Golotha and the Republic.

ACG	1 garrison company in Themeson
	8 companies in Gerdel Hundred
	1 octad (MH) in Golotha (temple guards)


KING CHAFIN III (Royal Domain)
SHOSTIM
CHAFTAR*
CHAKTA
NORIENAR
WINEN
FREETOWN
GOLOTHA
*CHAFTAR IS THE ROYAL CITADEL IN GOLOTHA
EARL LYNNAEUS
TORMAU
DASEN
ITHIUS
WESEDA
POZEN
HENWE
YONAN
QUISO
ULDSETH
QUSTE
EARL LENESQUE
TECHEN
PHIRA
SENUN
SAYORSAXE
OMNIS
RISALSIN
THIRI
EARL BARZAK
ITHIKO
PAQUE
ZAZA
RED SHADOWS OF HERPA
MENEKAI
ROVING DOOM
ARKETH
WARRIORS OF MAMEKA
BEDENES
COPPER HOOK
HYEN
COHORTS OF GASHANG
THEMESON
ORGATT
BEKAR

RETHEM SUBINFEUDATION

The following pages list all major settlements in the Kingdom of Rethem, the manors owing fealty to them, and key political and economic data.

Icons indicate type of fortification and market size, which is an assessment of trade volume ranging from 1 to 9. Hârn's largest market center is Cherafir (6). See *Pilots' Almanac* for details.

Castle	▬
Keep	■
Market Size	②
Port	⚓

MANORS

Manors owing fealty to a major settlement are listed, indented to show their subinfeudation rank.

HUNDRED

A legal subdivision of a shire, held by a Bailiff of the Hundred for the Sheriff. Hundred Moots are identified on *Rethem* 29.

HOLDER

The holder of the fief. Clans hold land in fee simple; named officials (bailiff, constable, etc.) hold fiefs "in trust" for their liege.

GROSS ACRES (AC)

The total acreage of a fief, typically Woods (20%), Demesne (40%), and Tenants (40%).

LAND QUALITY (LQ)

A factor describing the quality of the arable land on the fief, based on a Hârnic average of 1.00.

HOUSEHOLDS (HD)

Each household averages 20 tenant acres. Population equals HD×5. Major settlements (castles and keeps) have a significant free population; assume 60% of households given, mostly supported by food grown in local manors.

ARKETH [D6] ♜ ② ⚓

Hullen Hundred, Hohnamshire, 460

Arketh Keep was built in 604 by the *Companions of Roving Doom* on the site of a ruined Corani fortress. The order helped Arlun establish the kingdom of Rethem. The order's clerical sponsor, the wealthy and independent-minded *Order of the Pillar of Fire,* was nearly exterminated in 718 by a suspicious fire blamed on inter-temple rivalry.

Since this incident, the Companions have not demonstrated a high degree of loyalty to their clerical sponsors and instead receive significant royal support. The Companions are a powerful player in Rethemi affairs and are known for their brutality and intimidation on behalf of Chafin III.

Akarata Bremel Kawaran is a heartless, efficient killer. He is a staunch royalist, paying only token respect to Apalankh Klyrdes Bisidril, his ecclesiastical superior. He despises the unpredictable Akarata Marag Yeredar of the *Order of the Copper Hook.*

In addition to Arketh, the order holds lands in Zabinshire south of the Thard River. The Akarata maintains an excellent relationship with the sheriff there, Sir Lewen Reytal, and relies on his extensive intelligence network. Akarata Kawaran has the authority to act in the king's interest without waiting for approval. He has heard reports of suspicious activities in Weseda and suspects the constable is aiding Kandian spies. He is seeking proof before taking action against this important vassal of the Earl of Tormau.

Military Forces

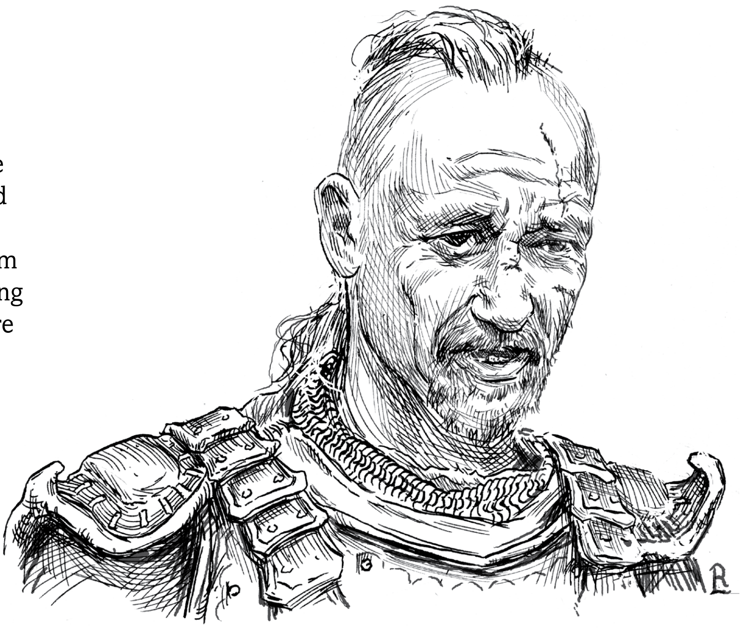
Arketh is the Roving Doom's headquarters and primary base of power. It has one permanent garrison company with four knights and 16 men-at-arms. Three more full-time companies are kept ready in Arketh and are at the king's disposal. They can be summoned by carrier pigeon and dispatched anywhere in the kingdom in just a few days. The three red-sailed warboats bearing the terahni of the Roving Doom may be seen anywhere along the Rethemi coast. A further three companies are dispersed throughout the order's manors in Hullen Hundred. They are devoted to training new recruits and guarding their lands.

The order's secondary base of power, Teregan chapterhouse, is on the front line with Kanday and constantly threatened by the Laranians at Menekod Castle. The Apalankh funds the Akarata's Guard, an additional force of 16 hand-picked knights. They are assigned to Teregan and augment the two companies that guard the order's manors in Ibarl Hundred.

Fief	Hundred	Holder	AC	LQ	HD
ARKETH	Hullen	Akarata	4590	0.96	92
Hullen	Hullen	Telmen	2890	0.94	56
Iram	Hullen	Meketa	4330	0.92	88
Aklima		Telmen	2890	0.93	52
Lagny	Hullen	Meketa	3610	0.90	74
Bodeda		Telmen	2194	0.88	39
Keris		Reeve	376	0.88	8
Thisand		Telmen	2410	0.91	51
Teregan	Ibral	Meketa	4720	1.07	98
Hapik		[Ruin]	•	•	•
Hobessy		Telmen	3150	1.07	66
Firath		Telmen	2380	1.08	48
Whuven	Ibral	Telmen	3490	1.06	70
Solga		[Ruin]	•	•	•
Yindela	Ibral	Telmen	4390	1.06	78
Daskar		[Ruin]	•	•	•

Economy

Arketh exports iron, salt, and whale oil. Steady nivik traffic allows good communication and trade between Shostim, Golotha, and Chakta. Akarata Kawaran employs an unguilded shipwright to maintain the order's vessels on the protected flats below the caer.



Akarata Bremel Kawaran

BEDENES [C6] ①

Emesa Hundred, Hohnamshire, 280

In 690, the *Warriors of Mameka* took Emesa and the lands around it by force and began building an imposing keep at Bedenes. The land was crown property, as King Nemiran had failed to rule on Clan Lynnaeus' claims to it some years before, but Ezar's War raging in the south kept King Kabe from responding to the Warriors' actions. After the war, Chafin I recognized the occupation of Emesa Hundred by the Warriors, but due to the order's murder of a herald, the Sanguine Saltire has refused to acknowledge their claim.

The keep was completed in just nine years and an educated eye can see the signs of rushed construction that relied heavily on unskilled labor.

Bedenes is essentially a private fiefdom run by Akarata Horab Gerund, a sadistic and corpulent sensualist. Horab takes no interest in the moot or the sheriff's court and maintains only minimal communication with the Senesharil in Golotha. Bedenes relies heavily on niviks from Alesen Manor for whaling, trade, and communications with Golotha.

The Akarata is intent upon the recapture of Kustan and all of Peran. A recent failure resulted in a slaughter with few survivors. The skulls of 50 knights are staked beside the Scarlet Ribbon to this day.

Military Forces

The exceptionally skilled smiths and priest-artificers of the Order of Mamaka produce a range of fabulous weapons for their Terahni, including unique and terrifying alchemical grenades.

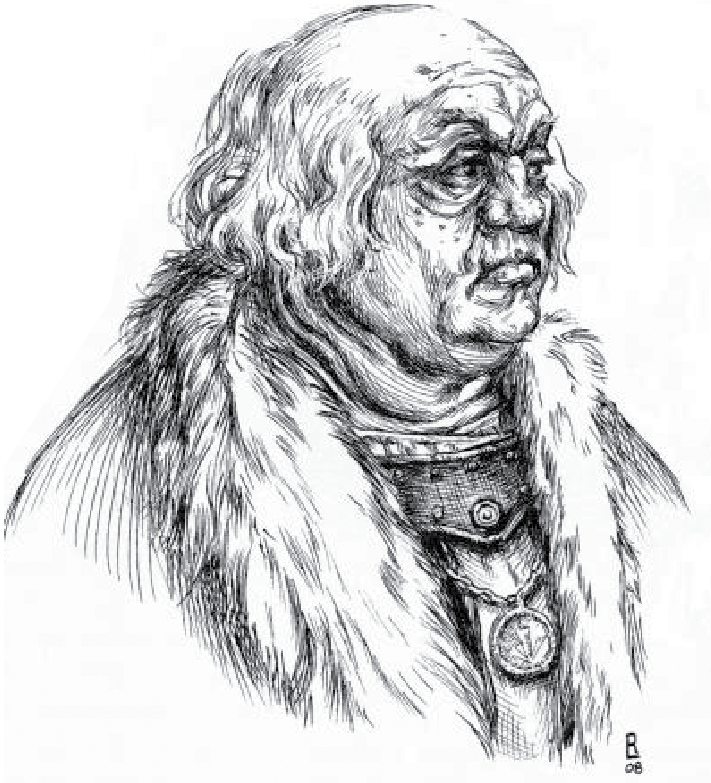
Bedenes is expected to maintain pressure on Tormau but that readiness has been badly compromised since the Kustan debacle. Few know the diminished state of Bedenes' forces. Many of their troops are recent recruits, young and inexperienced. They are led by a core of grizzled veterans, survivors of the endless war with the Kubora. The Warriors maintain a garrison of two companies in Bedenes. The 16 knights of the Akarata's Guard, funded by the Apalankh, are also stationed at Bedenes. Three additional companies are dedicated to protecting the order's manors in Emesa Hundred. The Akarata employs a mercenary company of the Warriors of the Bloody Mace to protect a bog iron operation in the Perath Estuary from constant harassment by the Kubora.

The Warriors maintain a presence close to Golotha, with two companies stationed at their chapterhouse at Hengel. The first company is at the disposal of the king while the other guards the order's lands in Anerath Hundred.

Fief	Hundred	Holder	AC	LQ	HD
BEDENES	Emesa	Akarata	3800	1.08	76
Emesa	Emesa	Telmen	2080	1.08	42
Hask	Emesa	Meketa	3400	1.08	70
Alesen		Telmen	2700	1.08	52
Dasath		Telmen	2630	1.08	51
Hengel	Anerath	Meketa	3340	1.12	67
Holaseth		Telmen	2450	1.13	50
Kibly		Telmen	2530	1.13	53
Penor	Emesa	Meketa	3250	1.08	62
Medava		Telmen	1890	1.08	41
Scutal		Telmen	2340	1.08	46
Torkat	Emesa	Meketa	2950	1.08	58
Byced		Telmen	2140	1.08	44

Economy

The Warriors host the annual Emesa Beast Fair each spring and profit from the animals shipped south. Whalers from Alesen Manor harvest right whales in the Gulf of Pendos. The Akarata uses the income to purchase the luxury goods he craves. Traders go north seasonally to trade with the Kubora for furs and herbs, occasionally with Agrikan guards. Horab hopes to secretly exploit a new-found silver lode in the hills east of the keep.



Akarata Horab Gerund

BEKAR [D7] ①

Hubael Hundred, Parachshire, 260

Bekar Keep was built by Arlun in 653 and granted to Clan Orgatt by Nemiran in 673. The keep is a major agricultural center near Golotha and is economically important to the king.

Baron Branal Orgatt is regarded as a pliable idiot, easily manipulated by the king. He is related to the holders of Denit, Retu, Tenos, and Vareth manors through his maternal side. Clan Stanwyne has been powerful here since Corani times. While the baron honors the patrician Stanwynes, they do not respect him. Clan Orgatt has considerable Kuboran blood, a fact Branal is ashamed of.

The baron is unmarried. Most of his mother's clan hope he will die childless, keeping the hundred in the grip of the ruthless Clan Stanwyne.

The baron is terrified of the unknown powers available to his neighbor at Quste, Baron Uldseth, an unrepentant Morgathian. Baron Orgatt often sends agents to search for evidence of an army of gulmorvrin and other rumored horrors. He confides much to his chaplain, who reports to the Kemelras Royal.

Economy

Bekar is widely known for its heavy horses. The annual Bekar Horse Fair, held annually during the second tenday of Agrazhar, includes the most prestigious horse race in Rethem. Local manors and neighboring hundreds send their finest horses to compete. It costs a shilling to enter a horse; the owner of the winning horse gets prestige and the money from all entries. It is customary to make a gift of the winning horse to the king.

The baron's favorite horses are stabled at the keep, but breeding farms are located throughout the hundred. What little extra farming can be done on the lands goes towards feeding the horses. It is widely known that the serfs of Clan Stanwyne will starve before the horses do.

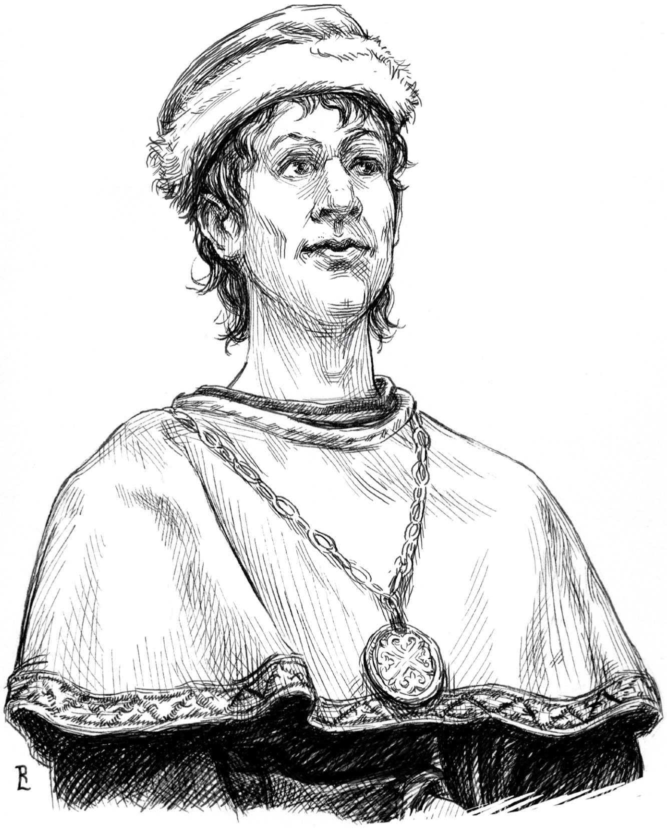
The hideworkers of Denit and Kithaldy produce some of the best and most elaborate tack and harnesses in Hârn. The Hârnic guildmaster of the Hideworkers' Guild lives in Bekar, where he has enjoyed a long and profitable relationship with the baron and the crown.

Clan Syrdia furnishes building stone to Golotha from a quarry they own and operate just south of Bekar.

Military Forces

The baron's permanent garrison is augmented by the two knights and six sergeants of his personal retinue. His feudal levy musters each summer at the keep for three months of drills and training.

Fief	Hundred	Holder	AC	LQ	HD
BEKAR	Hubael	Orgatt	2090	1.02	52
Ardban	Hubael	Bailiff	1780	1.01	37
Denit	Hubael	Stanwyne	2080	0.99	41
Kithaldy		Bailiff	1570	0.98	33
Mosset	Ibral	Bailiff	1960	1.08	37
Roub		Bailiff	1650	1.07	32
Viberly		Bailiff	1570	1.08	30
Retu	Yedan	Destryn	2070	1.07	42
Lenoth		Bailiff	1690	1.05	35
Sela	Yedan	Bailiff	1640	1.10	35
Selain	Hubael	Bailiff	1480	1.00	26
Merila		Guildmaster	20	1.00	4
Tenos	Yedan	Abarsyn	1920	1.08	39
Raboder		Bailiff	1280	1.09	28
Sikandel		Bailiff	1270	1.07	22
Neke		Reeve	100	1.07	6
Vareth	Hubael	Durgaen	2100	1.05	43
Warein	Hubael	Bailiff	1810	1.02	34
Benric		Bailiff	1430	0.95	31
Touny		Bailiff	1690	1.03	33



Baron Branal Orgatt

CHAKTA [D7] ①

Anerath Hundred, Zabinshire, 400

Chakta Keep, adjacent to Golotha, was built in 410 by the Corani Empire to defend the Dedergon Bridge, the gateway to Golotha from the disputed southern bank of the Thard. Chakta is the seat of the Sheriff of Zabin, Sir Lewen Reytal. Sir Lewen is a competent king's man and a loyal friend of the powerful Sir Erych Kasta. He is a quiet man by nature but can become quarrelsome when talk turns to politics. He is loyal to whoever wears the crown.

The Sheriff of Zabin is responsible for a large shire at constant risk of invasion from Kanday. He maintains an excellent personal intelligence force and enjoys an effective relationship with the Companions of Roving Doom and with the powerful Baron of Omnis. Little of consequence escapes his attention. Sir Lewen's men are widely feared. Petty offenses are grounds for interrogation. Newcomers are watched for evidence of seditious activity. The dungeon at Chakta is considered escape-proof; it is rumored that uncooperative prisoners are traded to the Morgathians for information.

The sheriff fears the Order of the Copper Hook may reignite Ezar's War. He would gladly see Hyen Keep seized from the order and placed in the hands of a loyal supporter of the crown, like himself.

Economy

Chakta benefits from its position as the southern gateway to the largest market in the region. Virtually every cart, wagon, animal, and foot traveler passing though Chakta to Golotha is searched. Those who resist may be treated to a long stay as "guests of the sheriff."

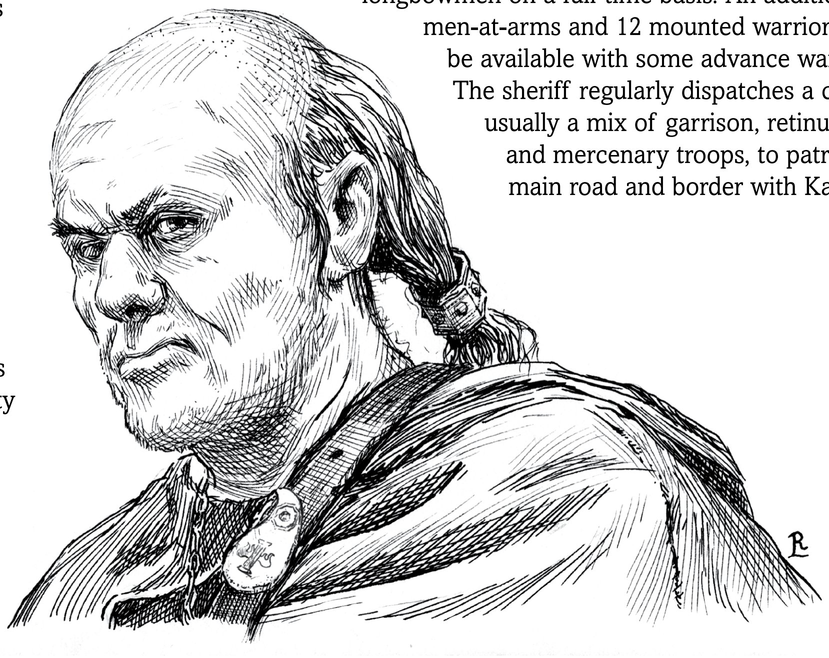
Sir Lewen relies on tolls and fees for much of his income. His manors export a great deal of grain and their livestock is sufficient for local needs. The area suffers cross-border raids but no amount of grumbling from landholders has brought the sheriff's men out. Lewen will not permit petty thievery to provoke a war with Kanday.

The Dedergon bridge between Chakta and Golotha has been rebuilt several times in its history due to destruction by war and floods.

Fief	Hundred	Holder	AC	LQ	HD
CHAKTA	Anerath	Sheriff	1830	1.12	85
Anerath	Anerath	B/H	2290	1.13	42
Delwen	Delwen	B/H	1870	1.10	38
Esbony	Delwen	Bailiff	1980	1.12	45
Hesby	Hesby	B/H	2260	1.09	43
Flerien		Bailiff	1830	1.07	35
Ibral	Ibral	B/H	2250	1.08	46
Olan		[Ruin]	•	•	•
Ekinda		[Ruin]	•	•	•
Yalit		[Ruin]	•	•	•
Kelesa	Anerath	Jundart	1990	1.11	44
Lardon	Delwen	Savurdy	2130	1.08	43
Rymen		Bailiff	1830	1.08	39
Monrein	Delwen	Hyndar	2090	1.11	42
Thion		Bailiff	1800	1.10	38
Yenda		Bailiff	2130	1.10	47
Narterin	Narterin	B/H	2300	0.98	45

Military Forces

Chakta Keep is one of the king's key military holdings and protects the southern approaches to Golotha. Sir Lewen has a personal retinue of one knight and six sergeants. Approximately one quarter of the levy is active and serving at the keep at any one time, with slightly more serving during the summer. The keep garrison is augmented by mercenaries from the Company of Dead Men. They provide 24 men-at-arms and 12 longbowmen on a full-time basis. An additional 12 men-at-arms and 12 mounted warriors can be available with some advance warning. The sheriff regularly dispatches a company, usually a mix of garrison, retinue, levy, and mercenary troops, to patrol the main road and border with Kanday.



Sheriff Lewen Reytal

DASEN [C6] ♜ ① ⚓

Deryath Hundred, Hohnamshire, 285

Dasen Keep was built in 674 by Clan Lynnaeus to protect the northern flank of Tormau and has been held by the clan ever since. The present constable is Nefin Lynnaeus, a cousin of the earl.

Nefin is young, patient, generous, and seemingly without temper. These qualities enable him to serve well as the buffer between the well-armed Warriors of Mameka and his equally well-armed earl to the south.

Like many of his clan, Nefin is quite familiar with local Balshan Morgathianism, but his faith is covert and more cultural than spiritual. He avoids politics but is loyal to his cousin and fair to his people in a heavy-handed sort of way. The earl has granted manors in the Dasen holdings to some paternal cousins and to Sir Laris Jurganau, Nefin's brother-in-law and childhood friend, for their services in negotiating trade with the Kubora.

In the villages of Dasen's manors, as in much of Hohnamshire, remnants of Balshan theology have been absorbed into the peasants' Peonian beliefs.

Economy

Dasen is not long settled, and the naturally fertile land is still to see the benefits of extensive cultivation. The settlement lies at the start of the Scarlet Ribbon.

The nearby Asawne and Uld Kubora prosper from trade with Dasen, and Dasen prospers in return. Kuboran trappers and local timberwrights provide much of the area's exportable goods. The long stands of pine forest along the coast are harvested for pitch and ash, and hardwood copses provide the charcoal that Tormau and Bedenes require for weaponcrafting.

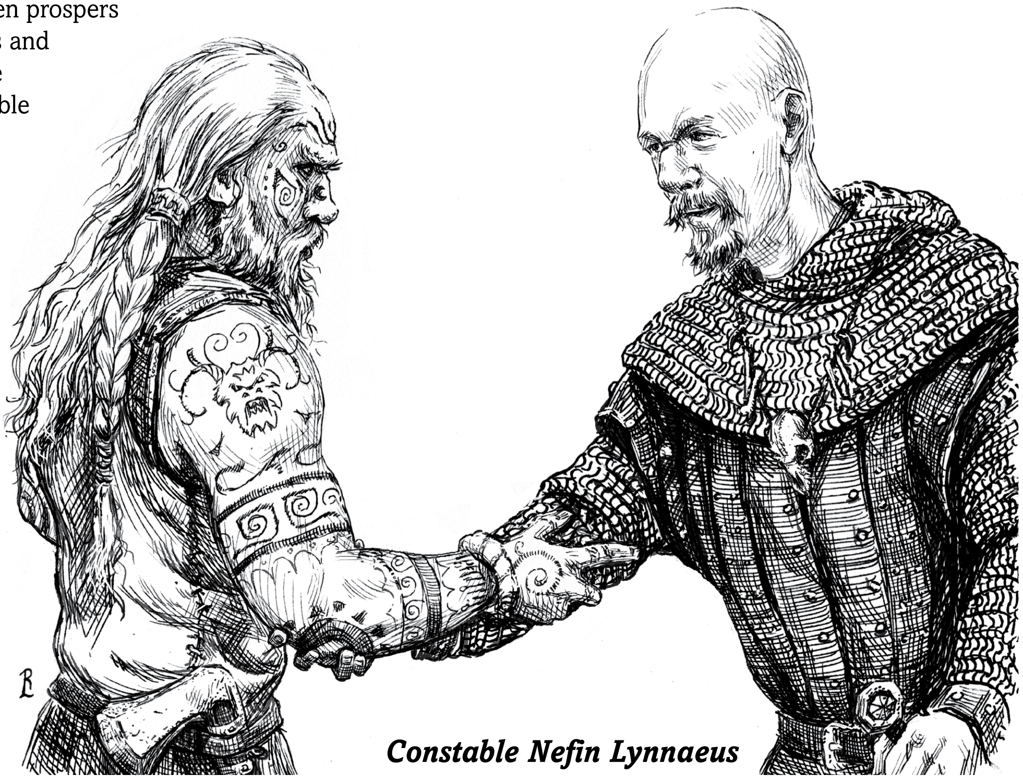
Two 36-foot niviks provide fish that is smoked and sold to fighting orders in Bedenes, Arketh, and Golotha.

Dasen produces a fine pear brandy that finds its way to many noble tables in Rethem and Kanday.

Fief	Hundred	Holder	AC	LQ	HD
DASEN	Deryath	Constable	2240	1.18	57
Aravune	Deryath	Bailiff	1670	1.18	36
Benost	Deryath	Bailiff	1990	1.12	42
Clerny	Deryath	Dargen	2330	1.08	46
Doslar	Deryath	Jurganau	1900	1.16	40
Kusuma		Bailiff	1660	1.17	37
Holoth	Deryath	Mertaen	1880	1.12	41
Merne	Deryath	Bailiff	2030	1.18	44
Persem	Deryath	Bailiff	1790	1.14	38
Quyn	Deryath	Serathy	1830	1.16	39

Military Forces

Sir Nefin is on excellent terms with the nearby Asawne Kubora but his civilized neighbors constitute a serious threat. His liege, the earl of Tormau, has been expecting some sort of reprisal since he took Ithius and built Weseda during the reign of Chafin II. Bedenes, immediately to the north, is held by the Warriors of Mameka, who are loyal to the Apalankh and potentially the gravest threat. The constable's personal retinue of two knights and four men-at-arms supplement the keep's garrison. About a quarter of Dasan's small feudal levy is mustered for their three-month duty at any given time. The fief's northern border and the road to Bedenes are patrolled regularly.



Constable Nefin Lynnaeus

GOLOTHA [D7] ④ ⚓

Hubael Hundred, Parachshire, 6,200

Golotha is a chartered freetown and the principal settlement of the Kingdom of Rethem. The city is the political heir to the infamous Theocracy of Tekhos, a city of secrets and dark places. Its narrow streets are dangerous even during the day.

Strategically located at the mouth of the Thard River, the city was founded in the 4th century on ground reclaimed from a misty swamp. It is still plagued by morning fogs. Golotha is built on a cluster of small islands and divided by canals into 10 districts that huddle beneath the ancient ruins atop Temple Hill.

The city is dominated by the Morgathian Church and its primate, the Gurim-Khidar-Ugik-Hârn. The city's municipal affairs are managed by the seven aldermen of the Heptarchial Council, chaired by Sir Klyrdes Bisidril, the Apalankh (Agrikan primate). Klyrdes, an old and good friend of King Chafin III, has shown ruthless competence.

Caer Chaftar is Golotha's royal enclave. Although Queen Erela and Puril, the wife and son of Chafin III, live here, the king lives in Shostim and prefers to spend little time in perfidious Golotha. The marriage was purely political; Erela spends more time with the Gurim than with her husband and her control of some Clan Lenesque family wealth ensures her independence. Chafin has difficulty collecting aids from Golotha.

Law and order is almost nonexistent and many a hapless citizen or visitor has vanished, never to be seen again. The Heptarchial Council has little interest in disputes between citizens, satisfying its obligations with frequent floggings and occasional hangings for economic crimes and crimes of privilege.

In exchange for the freetown charter, the council pays £200 annually to the royal treasury, at least half in silver or gold. The payment is delivered in more or less equal parts monthly to Caer Chaftar.

Economy

Maritime trade of hides and oils and goods from Hârn's interior is brisk and profitable. The city holds no estates but controls the small holdings of more than 70 freemen in four villages on Orman Island. As a result, much grain comes into the city as taxes and in trade. The city also benefits from the considerable revenue generated by its profitable Pamesani arena.

The city is home to several mercenary companies that are regularly hired by merchants to protect their goods in the city and beyond. Most visiting nobles bring their own guards and many hire more once they arrive.

Military Forces

Golotha is home to a variety of armed groups, with a wide range of professionalism and authority. The most visible forces are the *Queen's Guard* and the *City Guard*. The Queen's Guard has two eight-man squadrons of knights and one 24-man reinforced company of men-at-arms to defend Caer Chaftar. The City Guard, made up of members of the Warriors of Mameka, doubles as the Agrikan primate's personal bodyguard. The City Guard consists of four octads, each consisting of seven knights led by an ordained priest from the Order of Mamaka. The Warriors of Mameka effectively control the entire city except the castle. The two forces do not get along well.

Other Agrikan fighting orders maintain forces in the city, mostly as guards for their sponsors' temples. Most wealthy guildsmen and nobles with local homes have private guards. Some are from local mercenary companies but others are selected from the city's many ex-warriors and arena veterans.

The Dedergon and Chafin gates are manned by the *Warden's Company,* a mercenary company with one decad at each gate. Under constant pressure to raise funds, the Heptarchial Council farms the revenue from the city gates; annual gate and bridge tolls are estimated by the council and the position of Gate Warden is auctioned off to the highest bidder. Sir Ortan Garken, the current Gate Warden and captain of the Warden's Company, collects the bridge and gate tolls for himself. He is always vigilant because he may keep as profit any revenue above what he paid for the position. Sir Ortan's large, regular donations to the Order of Mameka keep him in the Apalankh's good graces.

Beyond its immediate defenses, Golotha relies upon Chakta to defend it from the south and Norienar to defend it from the north. Perhaps Golotha's most effective defense is its reputation as the home of the Morgathian primate and whatever unknowable forces his church has acquired over the past century and a half.

HENWE [D7] ♜ ①

Narterin Hundred, Zabinshire, 210

Originally a fortress of the Corani Empire, Henwe was destroyed by the Balshans and rebuilt during the Theocracy of Tekhos. Nemiran created the barony of Henwe in 672, granting the keep to Clan Pozen as a vassal of the Earl of Tormau.

The present baron, Ledrek Pozen, is 53 and has no direct male heir. The baron's sisters have married into clans Uldseth and Yonan. The baron is a moderate Agrikan and regularly clashes with his youngest brother, a fiery zealot.

Although his loyalty to Earl Lynnaeus is not in doubt, the baron fears the possibility of civil war; his isolation from Tormau makes him vulnerable. Henwe is much more secure since a keep was established at Weseda a few years ago, and the baron is close to the constable there. The baron maintains a dovecote with pigeons for secure communication with his liege in Tormau.

Ghost stories are numerous in Henwe, many related to the ruins of the Morgathian temple built by the Theocracy. Events in the stories may be the result of banditry and Kandian border activity.

Economy

Henwe's economy is mostly agricultural. The barony produces rye, hemp, and flax for local consumption and trade to Golotha. Many sheep died of murrain in 709 and the baron continues to rebuild that stock.

The milk of the stout Charred cows is used to produce a popular green-veined cheese. Local goats are the source of fine parchment and mediocre cheese. Local red rye beer is exported to Weseda, Hyen, and Delwen.

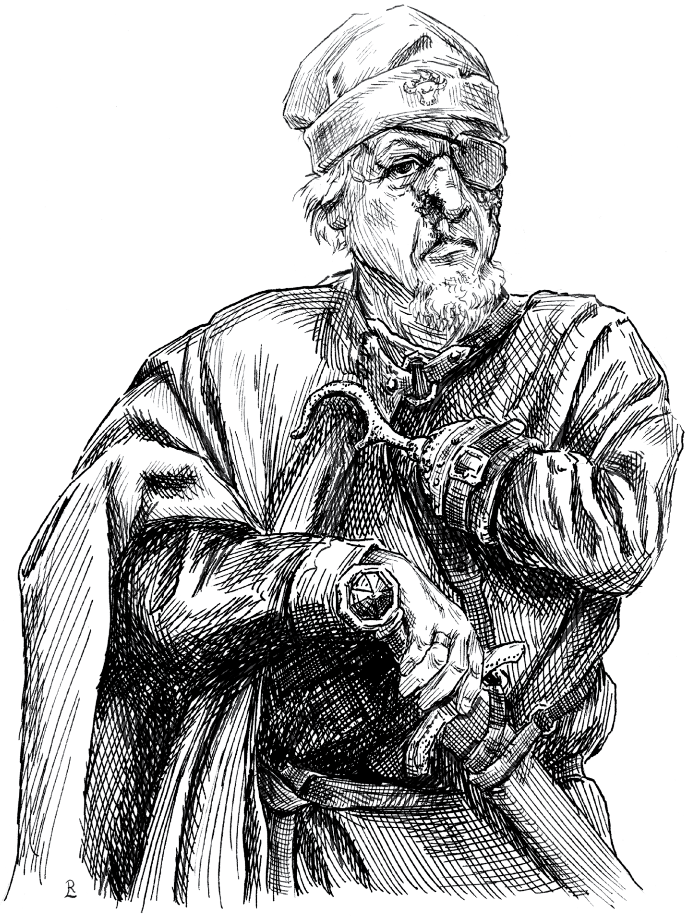
Military Forces

The Earl of Tormau's construction of the keep at Weseda in 711 has dramatically improved Henwe's military security. Isolation from his liege, however, causes the baron to maintain a high state of readiness among his men.

To supplement his garrison, The baron expanded his personal retinue five years ago to five knights and 10 sergeants. The additions were all former members of Chafin II's bodyguard, which was drastically reduced by the new king. Their loyalty to the baron is still to be tested.

The knights and yeomen of the feudal levy perform their military service in three-month rotations at Caer Henwe, vigorously patrolling the Kandian border with the baron's retinue. Most of the yeomen also once served in Chafin II's Royal Guard.

Fief	Hundred	Holder	AC	LQ	HD
HENWE	Narterin	Pozen	1940	0.98	42
Alaban	Narterin	Bailiff	1790	0.98	33
Bildel	Narterin	Lanegrun	2160	0.95	42
Cyneris	Narterin	Delpozen	1890	0.96	38
Gomis	Narterin	Aasudyne	1950	0.97	40
Hydmir		Bailiff	1250	0.93	24
Woryn		Reeve	420	0.93	8
Jeun	Chyren	Ulzenny	2420	0.85	43
Metass	Narterin	Metass	1880	0.95	36
Larton		Bailiff	1760	0.89	33
Plendy	Delwen	Domaquen	1790	1.02	37
Formae		Bailiff	1720	1.04	36
Pabjeme	Narterin	Jemel	1960	0.97	39
Romus	Narterin	Bailiff	1130	0.97	22
Altona		Reeve	340	0.98	7



Baron Ledrek Pozen

HYEN [D7] ①

Chyren Hundred, Zabinshire, 225

Hyen Keep was built as a Corani legion fortress in 532. It was awarded to the *Order of the Company of the Copper Hook* in 681 as part of a vast land grant from King Nemiran that also included Dunir, Selvos, and Menekod.

Hyen has long been a pawn between Rethem and Kanday and has often been misplayed. In 682, the Copper Hook provoked Ezar's War by attacking Imiden Keep in Kanday. Fifteen terrible years later, the order had lost all their lands except Hyen. The Copper Hook has never recognized the Peace of Selvos and continues to skirmish across the border with the Laranian knights of the *Order of the Checkered Shield* and the *Green Owls,* the mercenary company of the Earl of Selvos. The Earl of Tormau supplies money through intermediaries to continue the fighting as a distraction to the crown. Chafin may be willing to sacrifice Hyen to draw out and take Menekod.

Akarata Marag Yeredar, 52, seems world-wise and weary, but his sad demeanor masks a scheming mind focused on recapturing Menekod and the order's other lost lands. The Akarata believes an ill-conceived or badly executed action will provoke a war and earn the wrath of two kings, but war seems likely nonetheless. The grandmaster of the Checkered Shield at Menekod has periodically offered to parlay, but all such attempts have been spurned.

The Copper Hook depends on its sponsoring clerical order, the Fuming Gate, for theological guidance only. The Fuming Gate has been in decline since Ezar's War and its temples in Golotha and Hyen are rather poor.

Economy

Hyen struggles agriculturally and the demands of the Copper Hook military forces exceed its resources. Much of the shortfall is made up through raiding or through donations from patrons in Rethem and the Thardic Republic who desire a strong Hyen, either as a defender or as a provocateur. Neither the king nor the Apalankh has seen fit to give the order funds for some years.

The town has a thriving black market and the Copper Hook derives income from the sale of illicit drugs and potions from Golotha to ruthless smugglers taking them to Kanday and beyond. The order also profits from selling battle-trained mastiffs for use in the Pamesani Games.

Fief	Hundred	Holder	AC	LQ	HD
HYEN	Chyren	Akarata	1930	0.90	45
Chyren	Chyren	Telmen	1450	0.88	29
Darquen		Reeve	420	0.88	9
Depaxe	Chyren	Telmen	1950	0.85	37
Ewold	Chyren	Telmen	1790	0.85	36
Hejuny	Chyren	Telmen	1840	0.83	33
Finiz		Reeve	370	0.83	7
Jargha	Chyren	[Ruin]	•	•	•
Lorut	Chyren	Telmen	1350	0.83	22
Lorutyn		Reeve	490	0.83	10
Nodarquen	Chyren	Telmen	1870	0.90	36
Ranath	Chyren	Telmen	2130	0.91	38
Surkath	Chyren	Telmen	1760	0.90	32
Tobi	Chyren	Telmen	1890	0.89	35
Ulandi	Chyren	[Ruin]	•	•	•
Uvendel	Chyren	Telmen	1850	0.86	35
Wezena	Chyren	Telmen	2250	0.89	42
Wolendale	Chyren	Telmen	2150	0.84	33
Zurosa	Chyren	Telmen	2200	0.87	34

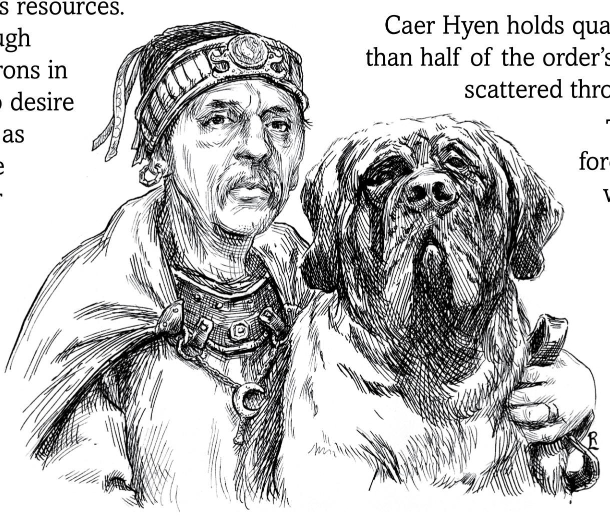
An additional influx of silver coincides with the return of knights from "special assignments," the nature of which is never discussed. The order avoids involving non-combatants in its conflicts and has no wish to incur the enmity of the Mangai by attacking caravans.

Military Forces

The Cooper Hook can muster two squadrons of heavy horse and two of medium horse; the quality of this cavalry is unsurpassed on Hârn because of its small size and dedication. They are supported by 13 under-strength companies of foot. In a dire emergency, they could probably manage about twice these numbers; most of the additional troops would be lay adherents and priests.

Caer Hyen holds quarters for somewhat more than half of the order's full strength. The rest are scattered throughout its 13 manors.

The order supplements its forces with two companies of well-trained militia. Apart from these special troops, the order does not give serious consideration to peasant militia, preferring instead to keep them unarmed and to draw on the peasantry to meet its needs for forced labor.



Akarata Marag Yeredar

ITHIKO [C6] ②

Emetern Hundred, Hohnamshire, 240

Ithiko was built in 401 as a supply port for Corani expansion into the Peran region. Three centuries of silting has filled the cove and the settlement is now almost a quarter mile from the sea. Arlun improved the defenses and turned it into a royal castle in 648. Nemiran created the earldom in 673 and granted it to Clan Barzak.

Earl Herrin Barzak, 60, is a loyal supporter of the crown. He is consumed with hatred for the Earl of Tormau for seizing Ithius in 713. Herrin's eldest son, Geyal, and Geyal's wife, the daughter of the Baron of Quiso, have been imprisoned for treason for intriguing with the Earl of Tormau. Herrin's second son, Nemiran, is now Constable of Ithiko and Bailiff of Jenath Hundred, positions traditionally given to the heir apparent of Ithiko.

Ithiko is the birthplace of Balsha and the rallying point of the Balshan Jihad. The Morgathian Church maintains a temple and lavish shrine here. The shrine is rumored to house the mortal remains of Balsha, rescued from the impaling stake after his death. Some visitors describe a "palpable aura of Balsha" pervading Ithiko.

An ardent Agrikan, Sir Herrin supports the local temple of Herpa the Mace and is a patron of the Red Shadows. He maintains a cordial relationship with the Apalankh and donates to the Warriors of Mameka. The earl is a suspicious man, certain that he is surrounded by Morgathians who mean him ill. Despite this, the high priest of the local temple is treated with respect and considered an advisor. The earl has few true friends.

Economy

Ithiko's economy is best described as floundering subsistence. Most locals are farmers or fishermen. Silting has destroyed the local port. The earl has considered building a new port at the mouth of Emetern Stream but his defense expenses have caused him to postpone those plans. Nearby Abeggy Manor has some port facilities and most goods shipped by sea depart from there. Sea-borne exports are harried by pirates.

Most land trade runs through Quiso, a fief of the earl's enemy, Tormau. There is considerable brigandage in the area, so caravans are heavily armed and use royal foresters as guides.

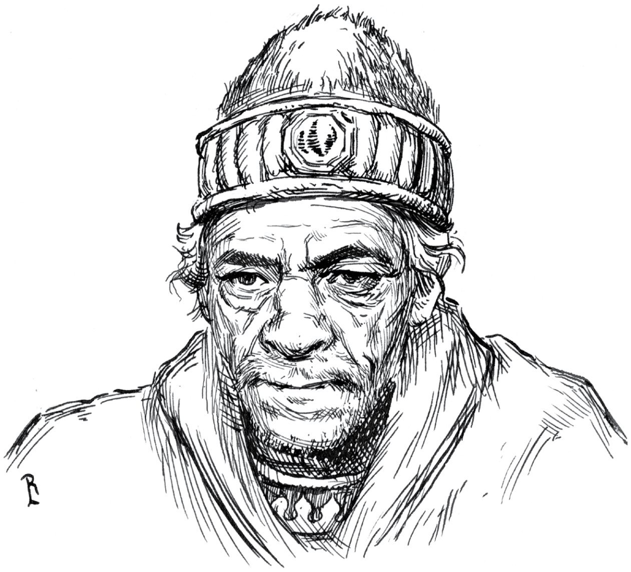
Ithiko exports quality leather goods, wool, and smoked sausages, hams, and fish. The local black dye is popular. Ithiko also benefits from the revenue generated by Morgathians making pilgrimages to Balsha's shrine.

Many municipal building projects in Golotha use the heavy black basalt and glassy black-purple porphyry quarried near Ithiko.

Fief	Hundred	Holder	AC	LQ	HD
ITHIKO	Emetern	Barzak	2190	1.00	57
Abeggy	Emetern	Bailiff	1960	1.00	39
Alwyn	Jenath	Bailiff	2540	0.88	46
Avonel	Emetern	Tassady	2130	0.98	43
Benik	Emetern	Bailiff	2020	0.99	40
Cedury	Emetern	Bailiff	2390	1.02	45
Deya	Emetern	Neadyn	2290	1.03	47
Haudy		Bailiff	1840	1.01	37
Fardeth	Emetern	Bailiff	2420	0.97	49
Clasdy		Bailiff	1730	0.96	36
Karvu	Emetern	Karvunny	2290	0.98	41
Lemior	Emetern	Darjavau	2240	1.02	45
Munt	Emetern	Houldy	2160	0.99	40
Yaraka	Anerath	Bailiff	1940	1.14	41
Endarn		Undalaen	1850	1.11	32
Trollah		Bailiff	1570	1.10	32
Joas	Hubael	Reeve	200	1.14	5
Melsh	Anerath	Bailiff	1650	1.12	34
Yaraby	Hubael	Reeve	250	1.14	6

Military Forces

Since the loss of Ithius, the earl has substantially increased his forces in an effort to secure his remaining holdings against future attack. The earl's personal retinue of four knights and eight sergeants supplement the regular castle garrison. He has also hired the slightly unsavory *Company of the Argent Wyvern* to reinforce the garrison. Each summer, he summons his full feudal levy to train and vigorously patrol the trail to Ithius.



Earl Herrin Barzak

ITHIUS [C6] ♜ ① ⚓

Falwyn Hundred, Hohnamshire, 260

Fief	Hundred	Holder	AC	LQ	HD
ITHIUS	Falwyn	Constable	1730	1.11	53
Detaka	Falwyn	Bailiff	1880	1.10	40
Erism	Falwyn	[Ruin]	•	•	•
Faymul	Falwyn	Vorgaen	2130	1.09	45
Rantyn		Bailiff	1440	1.07	34
Jador	Falwyn	Ambardyn	2040	1.05	44
Nolisa	Falwyn	Mardenny	1820	1.06	37
Rusney	Falwyn	Flazyn	1920	1.09	41
Havu		Bailiff	1660	1.08	37
Straen	Falwyn	Bailiff	1710	1.09	36

Isolated Ithius stares out to sea from a rocky prominence, the Gulf of Pendos to the north and the stormy Gulf of Andurien to the south. The keep was inexpertly built in 593 by Tamyr of Glesa, a brigand leader and pirate, and has never withstood a protracted siege. Ithius surrendered to Arlun in 631 and Nemiran granted it to the Earl of Ithiko in 673.

In 713, the Earl of Tormau bribed the Constable of Ithius, Sir Prando Toprau, into surrendering the keep undamaged. The Earl of Ithiko supports King Chafin III in the hope that, in the civil war that seems inevitable, he will recover this former possession.

The area around Ithius became firmly Morgathian during the Balshan Jihad. Local religion has long included reverence for Eder, an ancient sea god. When the Jihad swept the area, the Morgathian priests co-opted these old beliefs and portrayed Eder as an imprisoned demigod of Morgath responsible for storms and chaos at sea.

A small coven has kept this heretical strain of Morgathianism alive and Sir Prando fears its influence is growing. Superstitious locals avoid Erism Island, where the coven's leaders live in a ruined manor.

Sir Prando was raised Agrikan but his lack of faith is obvious to all but the most obtuse. He is generous with donations to the Church but the Apalankh believes he is motivated more by fear than devotion.

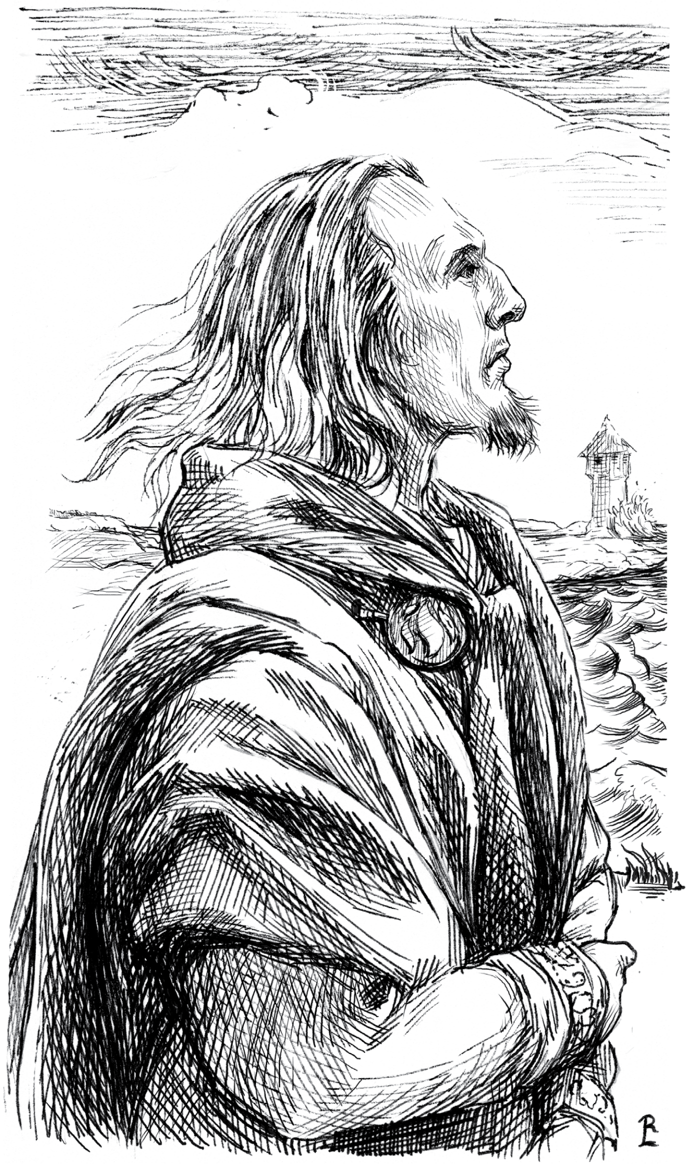
Economy

Ithius exports preserved fish in various forms: salted, smoked, pickled, and dried. Fishing boats from its manors bring in great quantities of mackerel and blackfish for smoking and salting. Two niviks leave Ithius on whaling trips each Ilvin, sometimes not returning for a month or more. Crewmen who survive are paid well.

The tenants produce enough grain and vegetables for local consumption. Their herds are small but healthy.

Military Forces

Since its capture in 713, Ithius has been drained of revenue to support the Earl of Tormau's mercenary army. The constable barely has sufficient funds to pay his garrison. He has only one knight and three sergeants in his retinue. The Earl of Ithiko's former tenants who retained their manors by swearing fealty to the Earl of Tormau do only the bare minimum feudal duties they cannot otherwise avoid. Sir Prando would be lucky to field a handful of knights and partial company of yeomen at any particular time. He seems unconcerned by his military weakness, assured of defense from Tormau.



Constable Prando Toprau

MENEKAI [E6] ②

Terin Hundred, Parachshire, 490

Founded as a Corani legion outpost, Menekai was claimed in 621 by the Coranan Republic, then annexed into Rethem by Arlun in 639. Nemiran granted the fief to the *Order of the Red Shadows of Herpa* in 681 and they constructed the castle to defend his northern interests.

Akarata Larga Gydsilen is a coarse, brutish thug and violent totalitarian. He publicly supports the king and obeys his Senesharil, the Kemelras Royal, but believes both are fools. He honors initiative and courage; if civil war breaks out, he will support whoever strikes first.

Like their clerical sponsors in the *Order of Herpa the Mace,* the Red Shadows desire a holy crusade to bring all of Hârn under Agrikan rule. Their current mission is to exterminate the Kubora of southeastern Peran.

Economy

The Miners' Guild is a powerful force in Menekai. The Akarata has petitioned the king for permission to settle parts of Keserin forest hundred to support the existing mines and to open abandoned Corani mines. Smoke from the smelters overhangs the entire Gomisen Valley for weeks at a time and the river water is unsafe.

Menekai exports furs and timber, and bulk metals to the forges at Techen. Local grains and vegetables barely feed the population. Large herds of goats and sheep are slaughtered for meat before their productive life is over.

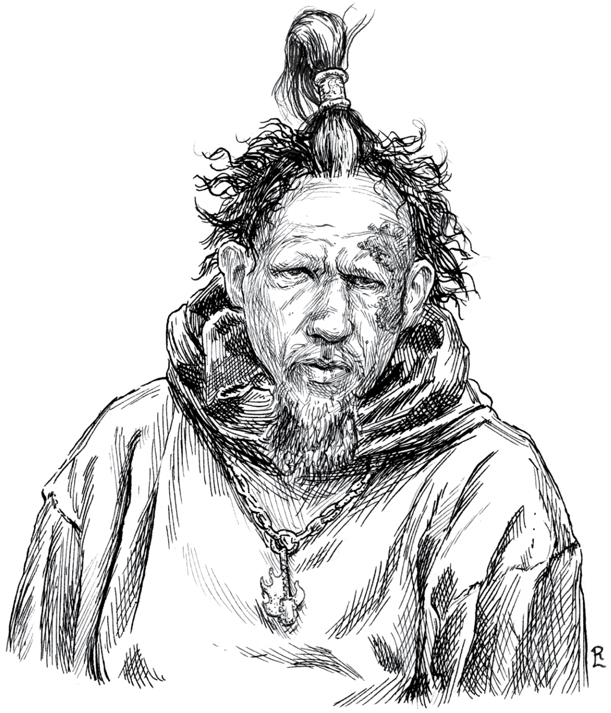
The scope of human misery at the enormous manors of Deceiba, Dulaz, Manay, and Opindy is unparalleled on Hârn. These brutally efficient operations provide labor for Menekai's mines and fields.

The regional leaders of the smiths' and charcoalers' guilds have been influenced by the Earl of Tormau to ensure that only masters of middling ability are assigned to Menekai.

Military Forces

The Red Shadows may be the wealthiest and most powerful force in the kingdom. They have two permanent garrison companies in Menekai and seven more to protect the order's nearby manors. At any time, two companies actively patrol the order's lands and fight the Delerni and Sangic Kubora; the companies rotate every three months. The order has one company of guards at the temple of the Order of Herpa the Mace in Golotha and another in Shostim that provides men at the king's disposal. Akarata Gydsilen eagerly accepts the funding provided by the Apalankh to support an additional 16 knights for his Akarata's Guard.

FIEF	HUNDRED	HOLDER	AC	LQ	HD
MENEKAI	Terin	Akarata	4890	1.05	98
Bontay	Terin	Meketa	4340	1.05	89
Brigarry		Telmen	1940	1.04	40
Lismurn		Telmen	1840	1.02	41
Cantonarn	Terin	Telmen	1830	1.07	38
Colidary	Terin	Telmen	2150	1.04	44
Deceiba	Terin	Meketa	3890	1.02	77
Shantul		Telmen	1550	1.00	33
Dulaz	Terin	Meketa	4150	1.03	84
Alfor		Telmen	1760	1.00	36
Gjorn		Telmen	1890	1.01	36
Gundy		Telmen	1530	1.03	30
Noris		Reeve	160	1.03	4
Homaty	Terin	Telmen	1920	1.08	42
Inbery	Terin	Telmen	2190	1.06	46
Manay	Terin	Meketa	4370	1.07	94
Elachen		Telmen	1870	1.04	37
Jyatt		Telmen	1670	1.05	33
Opindy	Terin	Meketa	3740	1.05	77
Arien		Telmen	1750	1.04	38
Cozune		Telmen	1910	1.02	39
Horath		Telmen	1770	1.04	36
Robelt		Telmen	1880	1.03	39



Akarata Larga Gydsilen

NORIENAR [D7] ①

Hubael Hundred, Parachshire, 365

Norienar was built in 438 by the Corani Empire as the residence for the governor of Rethem Province. Arlun upgraded it to a royal keep between 648 and 651.

The current constable, Sir Dorin Metsellan, has a keen understanding of Rethemi politics. Sir Dorin is a loyal, tough, competent soldier who has earned the king's high regard and is rumored to be the likely choice for Lord Marshal. He supports the Order of Herpa the Mace and is close to the Kemelras Royal.

Economy

Hubael is a rich hundred, blessed with capable lords and a robust economy. Norienar benefits well from trade and Sir Dorin is wise enough to leave administrative matters to trusted bailiffs hand-picked as much for their skills as for their loyalty.

Norienar guards fertile western Parachshire from unpredictable Golotha and the disputed lands to the south. Exports include wheat, barley, wool, vellum, cider, leatherwares, and even linens. Like nearby Bekar, Norienar produces and exports fine war horses.

The Hideworkers' Guild holds a well-attended Wool Fair in Norienar each spring. This fair is the largest market in the kingdom for leather products, hides, pelts, and glue, as well as parchment, leather armour, preserved meats, lanolin, and soaps.

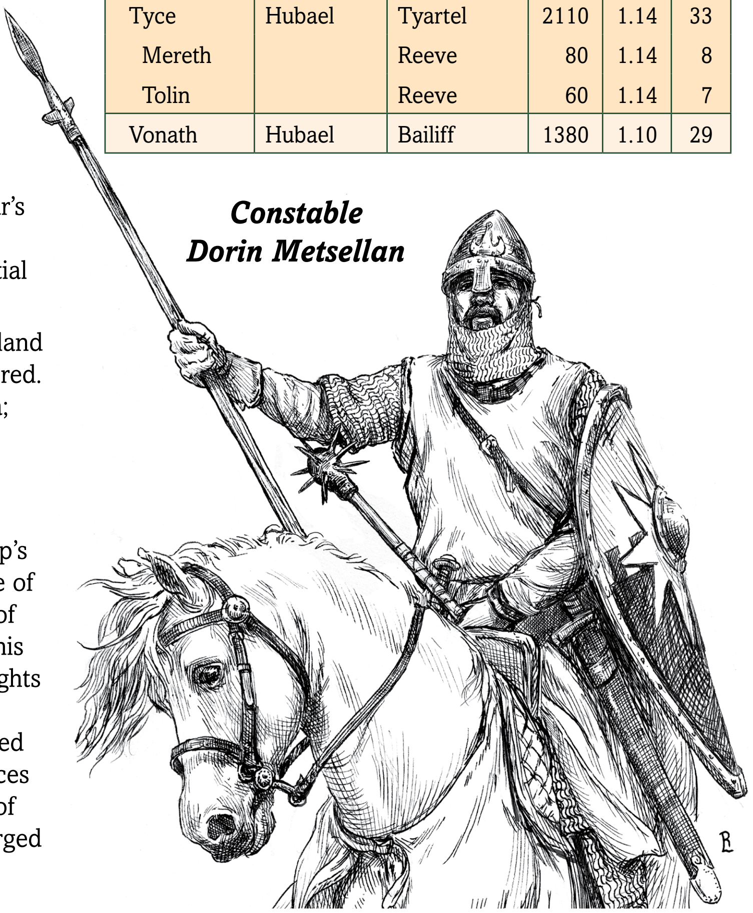
Golotha relies heavily on the quarries and forests of Hubael Hundred for stone and timber, and Norienar's fields and pastures feed the city's busy population. In return, the mercantylers of Norienar receive preferential treatment when salt and metals arrive in Golotha.

Golotha's old grain storage facilities on Orman Island were destroyed by fire in 713 and have yet to be repaired. Norienar produces large amounts of grain for Golotha; deliveries are made regularly under heavy guard.

Military Forces

A skilled military commander, Sir Dorin drills his small force to perfection. The men-at-arms of the keep's garrison are impeccably turned out and at a high state of readiness. The two knight-captains and six sergeants of his personal retinue have been hand-selected to lead his troops. Each summer, the constable summons the knights and yeomen of the small feudal levy and works them hard. They are considered to be Chafin III's best-trained and well-prepared feudal levy and a match for the forces of the Companions of Roving Doom or the Warriors of Mameka. Good leadership and tough training have forged them into a potent weapon; their morale is high.

Fief	Hundred	Holder	AC	LQ	HD
NORIENAR	Hubael	Constable	2430	1.16	73
Bendry	Yedan	Komaraen	1840	1.12	31
Hodyn		Reeve	120	1.12	10
Pordyn		Reeve	280	1.12	7
Purak		Bailiff	1490	1.10	30
Fleras	Hubael	Fleras	2220	1.13	46
Crady		Bailiff	1480	1.11	27
Beligar		Reeve	50	1.11	5
Hitra	Hubael	Bailiff	1460	1.14	31
Laxle	Hubael	Adendrau	2340	1.16	50
Methindy	Delwen	Arvallen	2390	1.10	49
Nend	Anerath	Bailiff	1730	1.12	36
Myrdael	Hubael	Bailiff	1210	1.13	28
Pynat	Hubael	Jynsarth	2440	1.15	51
Swary		Bailiff	1580	1.13	37
Stuve	Anerath	Bailiff	1560	1.10	32
Tolorn	Hubael	Waresty	2310	1.12	48
Sabenny		Bailiff	1570	1.13	35
Trell	Hubael	Faurgady	2160	1.09	43
Tyce	Hubael	Tyartel	2110	1.14	33
Mereth		Reeve	80	1.14	8
Tolin		Reeve	60	1.14	7
Vonath	Hubael	Bailiff	1380	1.10	29



Constable Dorin Metsellan

OMNIS [D7] ②

Ibral Hundred, Zabinshire, 260

Omnis is a wealthy and strategically vital fief on the Kandian border. Sitting midway between Golotha and Imiden, the rich grainfields here have been fought over since long before Ezar's War. Omnis Keep was built by the Earl of Techen in 701, when the kingdom's loss of Menekod amplified the Kandian threat to Zabinshire. The keep's constable died mysteriously in 716, when the current earl was a ward of the king. Chafin created a new barony and awarded it to Jasyph Sayorsaxe, his longtime ally and Chancellor of the Exchequer. The manors of Tocun and Arguth and their vassals were taken from Techen and added to Omnis to augment the new barony.

Although technically a vassal of the young Earl of Techen, Sir Jasyph's loyalties are firmly with the king. With Chafin and Sir Erych Kasta, Chancellor of Rethem, Jasyph forms the strong foundation of Rethem's brutal government. Sir Jasyph is a skilled manipulator and prefers politics to warfare. As the king's master of spies, he uses the Exchequer to fund clandestine intrigues. He travels on crown business and spends little time in Omnis, leaving the fief in the hands of his wife's younger brother, Sir Karel Abetha, a bold and ambitious knight.

Followers of Larani and Peoni are vigorously persecuted in Omnis. Those who worship gods other than Agrik pay protection money to the baron's men.

Economy

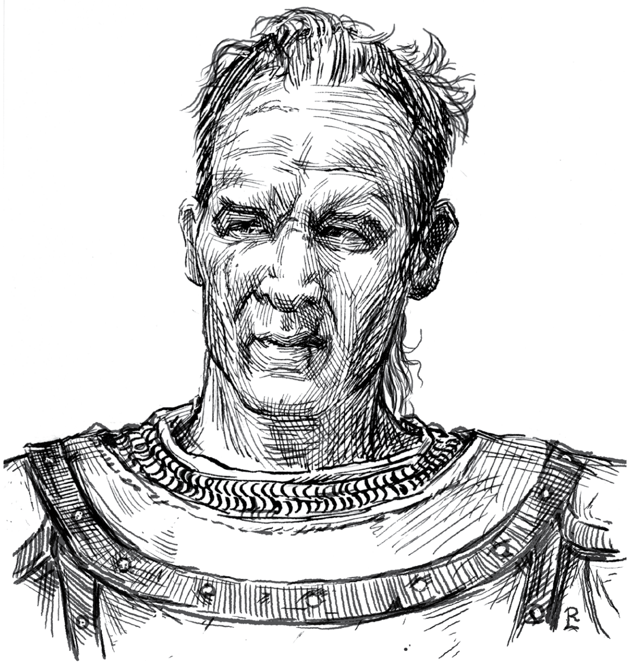
Omnis' fertile land provides a regular fruit crop, good harvests, and healthy livestock. Sir Jasyph has two herds of horses and plans to win the Bekar horse races in 722. The barony also has a surplus of stone and slaves.

The leaders of the Copper Hook distrust Sir Jasyph but their economic connections are deep. He also donates to the Order of Mamaka and Order of Herpa the Mace.

Military Forces

Menekod and Imiden present major Kandian threats to Rethem. Omnis has the standard garrison plus the baron's personal retinue of three knights and four sergeants, who lead the feudal levy on patrols along the Kandian border. About a quarter of the knights and yeomen of the levy are performing their feudal obligations at any one time. The baron's men work closely with the Companions of Roving Doom from nearby Teregan. *The Black Bull,* a mercenary unit on personal retainer to the baron, provides a squadron of cavalry and a company of men-at-arms. They report to the baron personally and come and go without warning or explanation. They are rumored to be paid out of the royal treasury without the king's knowledge.

Fief	Hundred	Holder	AC	LQ	HD
OMNIS	Ibral	Sayorsaxe	1920	1.10	52
Abethar	Ibral	Abetha	2150	1.10	43
Telmary		Bailiff	1830	1.11	41
Aleton	Ibral	Vyngarth	1940	1.11	41
Liforn		Bailiff	1740	1.12	38
Vekin		Bailiff	1910	1.12	38
Arguth	Ibral	Delmenon	2300	1.11	47
Sadzil	Anerath	Bailiff	1780	1.13	36
Sorus		Bailiff	1480	1.13	30
Consut	Ibral	Regellaen	2070	1.12	43
Urmor		Bailiff	1520	1.10	26
Claine	Ibral	Bailiff	1690	1.07	30
Cuseda	Ibral	Cuseda	1950	1.09	41
Dabarqu	Ibral	Dabarqu	2140	1.08	44
Anaseda		Bailiff	1740	1.10	38
Grumute		Bailiff	1940	1.09	40
Ithdan	Ibral	Gramone	1970	1.09	41
Jibis	Ibral	Lavandry	1890	1.10	39
Kasby	Ibral	Bailiff	1640	1.10	35
Labarn	Ibral	Sayoraen	1840	1.08	37
Anra		Bailiff	1690	1.08	35
Dalesin		Bailiff	1690	1.09	35
Tocun	Hesby	Vaselor	1570	1.12	29
Hersel		Bailiff	1560	1.12	32
Pymern		Bailiff	1720	1.12	37
Tushive	Ibral	Korander	1740	1.10	34
Tyradel	Ibral	Bailiff	1730	1.10	33
Vitab	Ibral	Bailiff	1870	1.10	35



Sir Karel Abetha

PHIRA [E7] ♜ ①

Saffeld Hundred, Parachshire, 275

Phira was built in 592 on the ruins of an old Corani fort by Hargar Half-Hand, a notorious brigand. Captured by Arlun in 638, Phira was a royal keep until Nemiran granted it to the Earl of Techen in 675. The present constable is Sir Dernik Webstal, the earl's third cousin.

The constable is an honest man who claims total disinterest in politics. His fief is profitable and he is loyal to his earl. He runs an orderly, disciplined fiefdom. Wealth has made Dernik's family influential and its sons and daughters now hold key positions in the Order of Herpa the Mace and the Peleahn chantry in Shostim. Sir Dernik works to isolate his family from Rethemi politics while maintaining a secure hundred.

Sir Dernik has an unusual friendship with Sir Petryn Irien, the Baron of Zerien in Kanday's Perishire. The friendship began during the Great Flood of 707 when Sir Dernik's wife and children were rescued by Sir Petryn. The two men often visit to discuss prisoner exchanges and to play games of strategy and wit.

Economy

Sheep and wool are the cornerstones of Phira's economy. Sheep's-milk cheese is a popular export despite its unique and pungent aroma. Sir Dernik and his vassal, Sir Horam Mordaury of Bonvay Manor, raise beef cattle for export to Coranan, Techen, and Golotha.

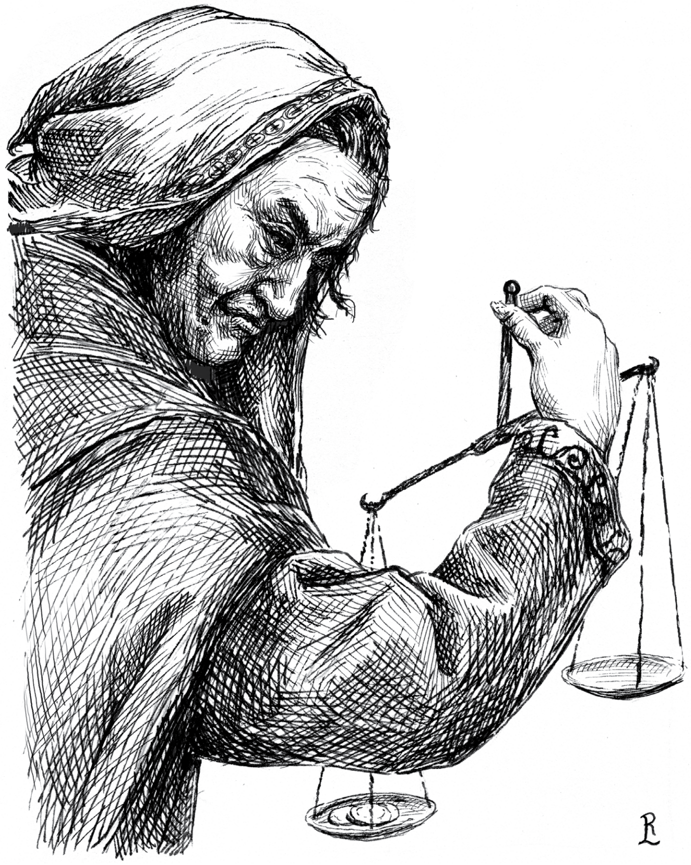
Pottery from Gorn Manor is much in demand as far away as Cherafir. The Halean Church was an early financial supporter of Sir Dernik's pottery works in Gorn and some of his vassals are known to worship the Maker of Bargains. While Dernik claims he no longer owes the Haleans for their generosity, suspicions of a connection linger. Sir Dernik makes a show of donating heavily to the Kemelras and generously supports the Order of Demon Pameshlu the Insatiable.

One of Rethem's few bell-founders maintains a forge in Phira. He produces ecclesiastical brassworks as well.

Military Forces

Under direct orders from his liege, the constable keeps a close watch on the river. The garrison company is well armed and alert. The constable maintains a retinue of two knights and six sergeants to oversee the feudal levy. Every three months, about a quarter of them are summoned to do their feudal duty. The constable's retinue leads the levy troops on regular patrols along the river to watch for Kandians.

Fief	Hundred	Holder	AC	LQ	HD
PHIRA	Saffeld	Constable	2350	1.13	55
Bonvay	Saffeld	Mordaury	2230	1.12	47
Pako		Bailiff	1580	1.12	33
Dyrine	Saffeld	Bailiff	1970	1.10	42
Gorn	Saffeld	Bundaen	2260	1.10	46
Luant		Bailiff	1730	1.03	35
Kalinad	Saffeld	Bailiff	1970	1.09	42
Kastel	Saffeld	Bailiff	1430	1.05	30
Cendeth		Reeve	480	1.05	10
Kusardy	Saffeld	Kusar	1990	1.03	39
Lidel	Saffeld	Bailiff	1820	1.11	38
Mezena	Saffeld	Mezendyne	2130	1.04	45
Nekela	Saffeld	Nekela	1920	1.06	39
Ernym		Reeve	390	1.06	9
Ormany	Saffeld	Zuldenny	1950	1.09	44
Meleran		Bailiff	1980	1.06	41



Constable Dernik Webstal

QUISO [D6] ♜ ①

Adanal Hundred, Hohnamshire, 290

Quiso Keep was built in 597 by Clan Lynnaeus of Tormau to establish and defend its interests in the Denia Valley. King Nemiran created the barony in 675 and granted it to Tuboth Yonan, a cousin of the Earl of Tormau.

The present baron, Bothal Yonan, combines a sophisticated love of music, art, and drama, with a sadist's taste for violence and brutality. His court is the most decadent in Rethem, a place "where death and beauty intermingle." Bothal is loyal to his distant cousin, Earl Denyl Lynnaeus, who privately views him as disgusting.

Like most of his kin, the baron has a Morgathian background. Unlike many of them, he is enthusiastic in his worship. While the earl can appreciate the craftsmanship behind the fine *objets d'art* that Bothal sends with his taxes, he prefers not to dwell on what his "sophisticated" vassal considers art.

The baron's eldest daughter, Themael, wife to Geyal Barzak, has been imprisoned in Ithiko with her husband since 718, accused of treason against her father in-law, the Earl of Ithiko, on behalf of his hated rival, the Earl of Tormau. Her sons are fostered with the Baron of Zaza.

Economy

The baron earns much of his income trading preserved foods to tribesmen for herbs, furs, and beasts to be sold at the Emesa Beast Fair near Bedenes. Contrary to the wishes of the Warriors of Mameka, the baron also earns income by trading weapons to the Asawne Kubora. The baron breeds fine warhorses, which the Warriors at Bedenes always seem to need.

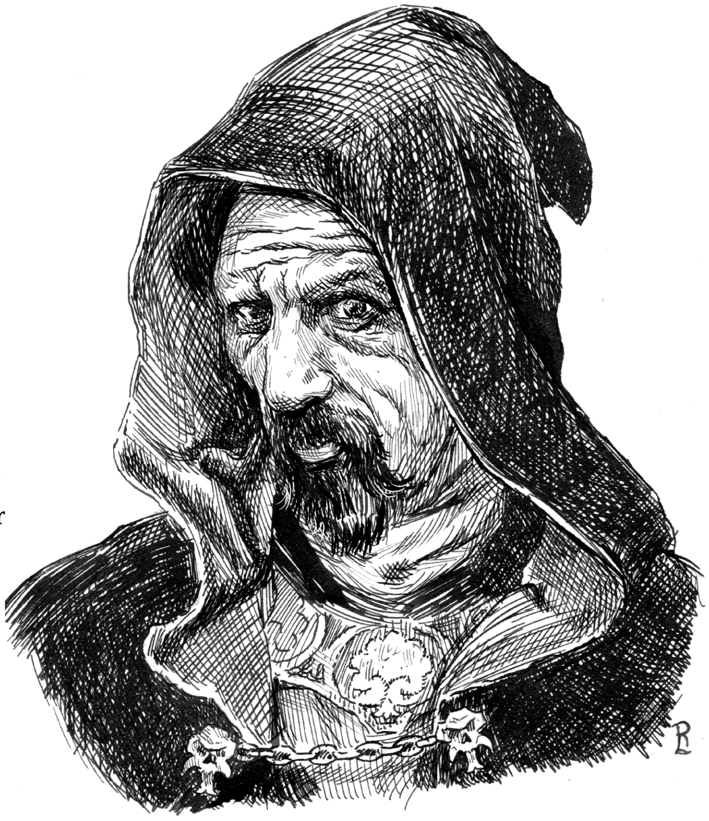
Most land trade between Ithiko and the rest of Rethem runs through Quiso, a fact that doesn't sit well with the Earl of Ithiko, an enemy of the Earl of Tormau.

The baron would have a prosperous holding if not for his taste for expensive luxuries. He is occasionally in debt to Clan Lorjan of Golotha.

Military Forces

Quiso is one of Rethem's smaller fiefs and the baron has only a modest force available to him. Sir Bothal's retinue is a paltry one knight and one sergeant to supplement the keep's garrison. He prefers to summon his feudal levy all at once during the summer campaigning season. Despite his alliances with the local Kubora, the baron maintains a close watch on the frontier, with regular patrols along the eastern border and the road to Zaza.

Fief	Hundred	Holder	AC	LQ	HD
QUISO	Adanal	Yonan	1870	1.16	58
Carmae	Adanal	Bardsyn	1390	1.15	31
Mertes		Reeve	400	1.15	8
Cleme	Cethary	Tyart	1630	1.16	36
Conayle	Adanal	Cuthdar	2110	1.12	43
Dasdel		Bailiff	1640	1.13	36
Odeny		Bailiff	1670	1.09	35
Kasli	Cethary	Kasli	2230	1.16	46
Nessa	Adanal	Suvaent	2060	1.13	44
Balden		Bailiff	1690	1.10	35
Shespin		Reeve	480	1.10	10
Ebery		Bailiff	1930	1.11	40
Tarion	Cethary	Azanelsyn	1780	1.13	39
Udyna		Bailiff	1660	1.15	35
Tek	Adanal	Dynava	2050	1.14	44



Baron Bothal Yonan

QUSTE [D6] ♜ ①

Yedan Hundred, Parachshire, 285

Fief	Hundred	Holder	AC	LQ	HD
QUSTE	Yedan	Uldseth	2020	1.04	57
Dobay	Yedan	Uldsyn	2190	1.04	45
Exlar	Yedan	Hulsethy	2450	1.08	48
Moass		Bailiff	1530	1.06	27
Norkan		Reeve	210	1.06	7
Trele		Reeve	270	1.06	9
Halda	Yedan	Bailiff	1880	1.07	39
Pindost	Yedan	Bailiff	1950	1.06	40
Ranhel	Yedan	Bailiff	1675	1.03	33
Yestil		Reeve	315	1.03	7
Sathan	Yedan	Uldaen	2230	1.03	44

Quste was built in 573 during the Theocracy of Tekhos and played a significant part in Arlun's conquest of Rethem. In 672, Nemiran granted Quste to the Earl of Tormau as a peace offering. The earl created the barony in 692 by granting the title to a distant relative, Sir Subla Uldseth. This was done without royal consent during the hiatus between the death of King Kabe and the accession of Chafin I. Chafin I confirmed the appointment but the action remains a point of friction between the current king and the Earl of Tormau.

Subla, now 57, is still the baron. Like much of his kin in Hohnamshire, the baron was born and raised Morgathian and remains defiantly so, even in deeply Agrikan Parachshire. He makes an annual trip to the temple in Golotha to present £13 tribute and to enjoy the charms of Northaven Wharf incognito.

Chafin III is uncomfortable with having a keep so near Shostim held by such a powerful rival. He would like to strip Uldseth of the barony and grant the land to a henchman. Any pretext will suffice, as long as Clan Lynnaeus cannot interfere militarily.

The baron's son and presumed heir, Wolli, was killed in a knife fight in a local tavern several months ago. The only remaining likely heir, the baron's cousin Sir Felkar Uldseth, has long served as captain of the baron's guard.

Economy

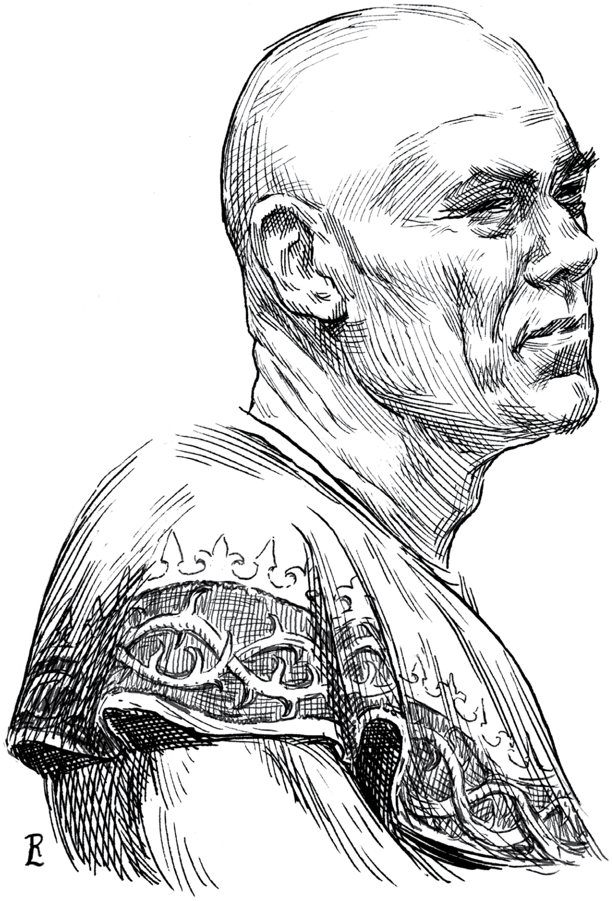
By controlling Fesenor and Hubael hundreds, Chafin's Agrikan loyalists have made it difficult for Subla to profit from anything except leatherwares, wool, and grain.

At a recent Bekar Fair, Baron Uldseth refused to give the Quste-bred winning horse to the king as is customary. He is now banned from the fair and few nobles are willing to risk royal displeasure by buying a horse from him. Most go to Tormau's vassals at less than their worth.

Arag of Dysen, a Golothan salter, operates a coastal saltpan near Quste. The salt is also needed in Tormau but attempts to ship it there by sea appear to be cursed, as pirates regularly take the shipments.

Military Forces

As a vassal of the Earl of Tormau, the baron of Quste is careful not to invite royal attention from nearby Shostim. He has a garrison of one company of men-at-arms, a retinue of two knights and two sergeants, and a small levy. Rather than risk provoking royal paranoia by mustering all his forces at once, he allows his liegemen to fulfill their feudal service by patrolling in small groups for brigands. As a result, the road to Shostim is quite safe.



Baron Subla Uldseth

SENUN [E6] ♜ ①

Hefane Hundred, Parachshire, 290

Senun was founded as a Corani legion fort in 375 but was destroyed and abandoned by the end of the Interregnum. The Coranan Republic claimed the ruin in 634 but Arlun seized it five years later. The keep is now part of the Earldom of Techen.

Sir Oglan Kyme, Senun's constable, is a lay member of the Red Shadows of Herpa and the earl's contact to the order at Menekai. Earl Lenesque keeps his constable on a short leash and visits often to make certain the area remains at peace. The earl seeks stability in the region and knows that a raid across the river by Thardic forces could lure his hot-headed constable into reprisal and escalation.

Most local nobles are not as devout as the constable. He is knowledgeable and well connected, but a difficult, dogmatic man. Nonetheless, Sir Oglan manages his lands profitably, a trait valued by his liege. Were it not for the earl's backing, Sir Oglan would face open revolt from his tenants, who labor to stay on good terms with him.

Economy

Senun benefits economically from having the only bridge across the Gomisen River. Hefane Hundred produces a surplus of grain, wool, leather, and vellum. Its fullers are some of the best in Rethem and supply most of the wool cloth used by the Red Shadows, the Miners' Guild, and trappers on both sides the Gomisen River.

The villagers along the river regularly supplement their diet with fish, while those further inland must rely on the large herds of sheep and pigs.

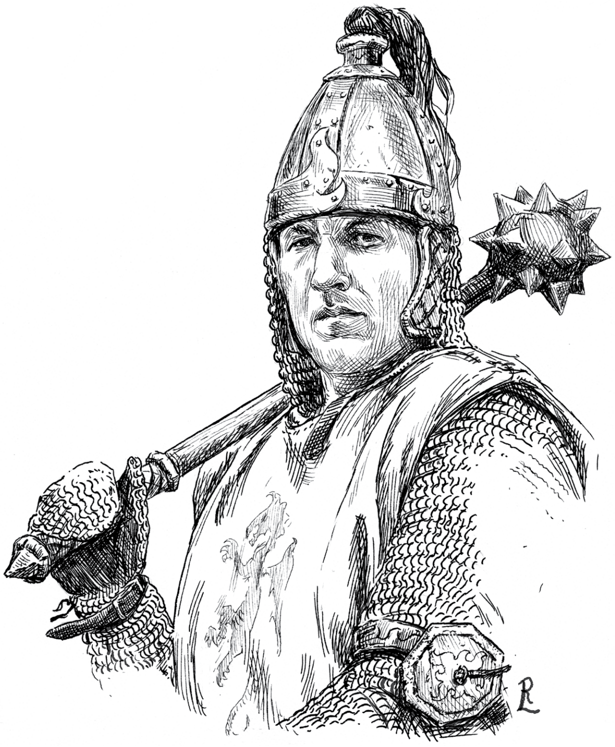
Regular shipments from the quarries and mines along the river are brought to the docks in Senun, where the majority of the stone, salt, lead, and copper is loaded onto large barges and sent south.

In 717, miners caught three mysterious woodsmen sabotaging their mines across from Senun. Sir Oglan took the prisoners to the Red Shadows at Menekai. One escaped to the woods but two were hanged for theft and murder. Their ghosts are said to haunt the mines.

Military Forces

Since the Cohorts of Gashang split from the Red Shadows, the constable has been in the uneasy position of standing between the two orders. Sir Oglan maintains the garrison at full strength at all times. His personal retinue of two knights and two sergeants is partially subsidized out of his personal purse. During the summer campaigning season, he summons the entire feudal levy to help man the keep and guard the vital stone bridge across the Gomisen River.

Fief	Hundred	Holder	AC	LQ	HD
SENUN	Hefane	Constable	2170	1.08	58
Brinal	Hefane	Skardaen	1930	1.05	41
Chenin	Hefane	Bailiff	1880	1.06	39
Hesla		Bailiff	1590	1.04	32
Rivarny		Bailiff	1710	1.01	35
Ebath	Hefane	Ubadelen	1860	1.03	41
Kelos		Bailiff	1180	1.03	25
Bremin		Reeve	450	1.03	9
Ekethy	Hefane	Voldaryn	1830	1.07	38
Kusky		Bailiff	1730	1.04	36
Galven	Hefane	Armatyne	2050	1.02	39
Arekel	Mernua	Guildmaster	20	1.02	4
Hemet	Hefane	Scurdy	2280	1.01	45
Padros		Bailiff	1405	1.04	29
Idel		Reeve	315	1.04	7
Kifa	Hefane	Vulmaen	2060	1.02	40
Minlarein	Hefane	Carue	2070	1.05	42
Melton		Bailiff	1480	1.04	30
Nouserin	Hefane	Bailiff	1560	1.03	29
Ofyn	Hefane	Gartenau	1890	1.02	39
Narmal		Bailiff	1020	1.03	19
Teskirem		Reeve	400	1.03	8



Constable Oglan Kyme

SHOSTIM [D6] ②

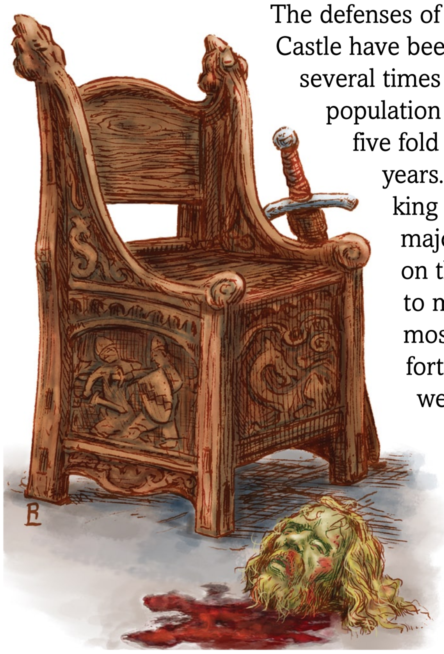
Fesenor Hundred, Parachshire, 2640

Shostim is the primary seat of King Chafin III and Rethem's second-largest settlement. The king spends about three quarters of his time here, with the rest spent either in Golotha or one of his other holdings.

Shostim was built by the Corani Empire in 397 to guard the northern approaches to Golotha (then called Merethos). In 560, the fortress fell to the forces of the Balshan Jihad after a lengthy siege. Arlun captured Shostim in 629 and made it his royal seat when he founded the kingdom of Rethem in 635.

Chafin III enjoys his power and takes pleasure in exercising it. He has a reputation for losing his temper when questions are not answered to his satisfaction. The king is better protected in Shostim than anywhere else and is free to exact his bloody vengeance upon those who have fallen into royal displeasure. Shostim is the scene of many gruesome displays of his authority. The common is lined with impaling stakes and gibbets showing the work of the Royal Torturer, Jerrol of Skoth. Foreign emissaries often prefer the dubious charms of Golotha to the horrors likely to be witnessed in Shostim.

Although Shostim is dominated by Agrikans, religious attitudes are surprisingly tolerant here. Laranians are prosecuted vigorously but Peonians are tacitly ignored. Shostim has one of the few Halean temples in Rethem but the Morgathian Church's many petitions to be allowed to build a temple have been denied. With Chafin, however, it is unwise to take this tolerance for granted.



The defenses of Shostim Castle have been improved several times and the urban population has increased five fold in the past 50 years. Since 715, the king has ordered major construction on the castle to make it the most formidable fortification in western Hârn. Construction on a planned wall around the town has not begun.

Shostim is the shire moot of Parach. The Constable of Shostim, Sir Erych Kasta, is Chafin's right-hand man and also holds the offices of Chancellor of Rethem, Lord Chamberlain, and Sheriff of Parachshire.

Economy

Shostim trades in furs, timber, slaves, and grain. The port at Shostim is open year round and receives significant maritime trade from all over Rethem. Trade from the Scarlet Ribbon is seasonal, but profitable. Lacking only in metals, Fesenor Hundred has fertile land that rarely sees a bad harvest. The population is well fed and taxes are fair by Rethemi standards. In most years, Shostim does not need to import food.

Chafin's tenants send their envoys, taxes, and gifts to Shostim. Most legal matters are handled locally although some cases may be delayed for messages or representatives. The Royal Courts provide the king with a great deal of income from fines and criminals sentenced to slavery. The manors of Kally and Feuke near Golotha and Shostim are profitable slave operations and provide labor for crown interests throughout the kingdom.

The king has an excellent stable and breeding operation as a result of the winning horses gifted to him from the Bekar Horse Fair.

Military Forces

The king's primary seat is well defended by a web of interconnected forces bound by personal fealty to the king. The King's Guard protects the king's person and is present when Chafin is in residence. The Shostim Guard protects the castle, the primary stronghold of the king. The garrison is commanded by Constable Erych Kasta.

The constable musters the feudal levy at Shostim each summer to train under the watchful eyes of the Royal Guard. Shostim's levy is small because the king prefers to use the fief's extensive royal holdings, and those of Clan Araku, to generate scutage to defray the costs of maintaining the Royal Guard. Bailiffs are selected more for their administrative ability than for martial skill.

Notably absent from the feudal muster at Shostim are the knights and yeomen of the lord of Vinarsa, Sir Klyrdes Bisidril. As the Agrikan primate, Klyrdes has the king's indulgence to muster his personal levy at his manor in Anerath Hundred and use them to patrol the Kandian border.

The Red Shadows of Herpa have a chapterhouse in Shostim, where a company of their troops have been placed to act at the king's disposal. The *Order of Demon Pameshlu the Insatiable* has one company of guards and gladiators at Shostim's arena. Because their order has refused to swear fealty to Chafin III, they rarely leave the arena without being accosted by members of the Royal Guard or Red Shadows.

Fief	Hundred	Holder	AC	LQ	HD
SHOSTIM	Fesenor	Sheriff	620	1.08	570
Benith	Fesenor	Bailiff	2300	1.09	27
Chafta	Delwen	Araku	2040	1.07	41
Audel		Bailiff	1460	1.06	28
Kovindath		Bailiff	1820	1.05	37
Meril		Bailiff	1740	1.08	36
Spoan		Bailiff	1560	1.08	32
Wiff		Bailiff	1650	1.07	32
Durny	Fesenor	Bailiff	1850	1.11	18
Fesenor	Fesenor	B/H	1890	1.07	18
Feuke	Fesenor	Bailiff	2570	1.08	24
Gonedy	Anerath	Araku	2130	1.13	43
Dracut		Bailiff	1570	1.13	31
Femal		Bailiff	2640	1.14	54
Raga		Reeve	520	1.14	10
Remardy		Bailiff	1580	1.12	29
Seladin		Bailiff	1940	1.13	41
Nylen		Bailiff	1820	1.12	34
Hefane	Hefane	B/H	1800	1.10	38
Hubael	Hubael	B/H	1670	1.09	33
Ilaru	Fesenor	Bailiff	2420	1.05	25
Indathy	Yedan	B/H	1920	1.07	43
Kally	Anerath	Araku	2490	1.10	48
Chymae		Bailiff	1780	1.09	33
Dorek		Bailiff	1840	1.09	34
Goleyn		Bailiff	1630	1.08	29

Fief	Hundred	Holder	AC	LQ	HD
Maurine	Fesenor	Bailiff	2310	1.10	21
Nomdel	Fesenor	Bailiff	2280	1.10	25
Pobur	Fesenor	Bailiff	1730	1.07	16
Rosby	Anerath	Araku	1930	1.10	42
Bethel		Bailiff	1670	1.10	33
Hacus		Bailiff	1740	1.09	35
Rovan	Hubael	Araku	2790	1.04	53
Belnau		Bailiff	1800	1.03	38
Goke		Bailiff	1600	1.03	31
Reben		Bailiff	1470	1.04	29
Saffeld	Saffeld	B/H	2130	1.07	45
Tyane	Ibral	Koldeth	1890	1.07	36
Alona		Bailiff	1670	1.06	33
Rotiba		Bailiff	1840	1.07	32
Vimen	Vimen	B/H	2110	1.08	38
Vinarsa	Anerath	Bisidril	1960	1.08	42
Colhu		Bailiff	1750	1.07	32
Dibly		Bailiff	1410	1.07	23
Poraty		Bailiff	1850	1.06	31
Syrale		Bailiff	1480	1.08	27
Timrola		Bailiff	1640	1.07	29
Rathy		Bailiff	1970	1.06	37
Yediro	Delwen	Borganau	1860	1.09	37
Koliff		Bailiff	1650	1.08	35
Pitsey		Bailiff	2180	1.07	37
Yedan		Bailiff	1680	1.07	33

The Peleahn Chantry

Shostim is home to a world-class Peleahn chantry. The Chantry of the Evanescent Assembly of the Enigmas of Peleahn was founded around 470 by the Corani Emperor Sylud the Scholar. Today the chantry is patronized by the wealthy and the powerful, including the royal household and the Apalankh. Many members are younger sons or daughters of noble houses; their living expenses are paid by their families. The king grants to the chantry all the produce of nearby Maurine Manor as well as that of Belnau Manor in Hubael Hundred. In addition to food and other goods, these manors provide room for Peleahn research unsuited to an urban area.

The primary house of the Hârnic Peleahn convocation is in Cherafir. The members of the Shostim chantry, which has little contact with the Melderyni Peleahn, sometimes follow lines of study that include Agrikan theology.

The chantry includes eight Shenava and a variable number of Mavari and Satia-Mavari, all led by Viran Artawelmin Webstal. The Viran served heroically in the siege of Sarkum during Ezar's War and is very well respected by his chantry and in the community. His experiments inevitably tend toward battle-magic and other uses that risk violating the Code of the Shek-Pvar. He has twice been censured by the Cherafir chantry and knows the next visit may be from the *Order of the Gentle White Hand,* enforcers of the Shek-Pvar code. He tries to keep a low profile, so the chantry house is covert and appears to be the home of a modestly prosperous mercantyler.

Sedisi of Temin, one of the Shenava, believes the Kuboran deity Kemlar was a mage from another world or plane of existence. Sedisi has devoted almost two decades to the study of Kemlar; his opinion is highly respected.

The chantry's scribes produce the "Chafin Black" version of *On Learning the Art,* the masterwork of the great mage Genin. Named for the jet black leather cover in which it is traditionally bound, this version has additional material on the Peleahn and Jmorvi convocations but has significant errors in the Odivshe and Fyvrian text.

TECHEN [E7] ② ⚓

Vimen Hundred, Parachshire, 410

A Corani fortress was built at Techen in 379. Arlun expanded it into a castle around 637 to guard his new kingdom's eastern frontier. Nemiran created the earldom in 673, granting the title to Cholorn Lenesque. Cholorn's son Kolthan succeeded him in 690 and died in 706 under mysterious circumstances—he choked on a bone during a private supper with Chafin II.

The current earl, Revi Lenesque, was a ward of the crown until 719. The Lenesque lands were plundered during that time, first by Chafin II and then by Chafin III and his wife, Lady Erela Lenesque, Revi's detested aunt. Now 22, the young earl is aware of the tensions in the kingdom but needs time to rebuild his fief from the ravages of the king and to marry and beget an heir.

Earl Lenesque has sworn fealty to Chafin III but loyalty is a fickle trait in Rethem. He strives to remain neutral in the constant internal conflicts of the region, especially in regard to the Earl of Tormau. The resulting stalemate is a main reason a civil war has not yet erupted.

The earl relies on intelligence to navigate Rethemi politics. His principal advisor is Sir Auram Graver, a lay member of the *Shea-al-Aecor*. The earl has undertaken covert negotiations with Kanday's Earl of Heroth.

Economy

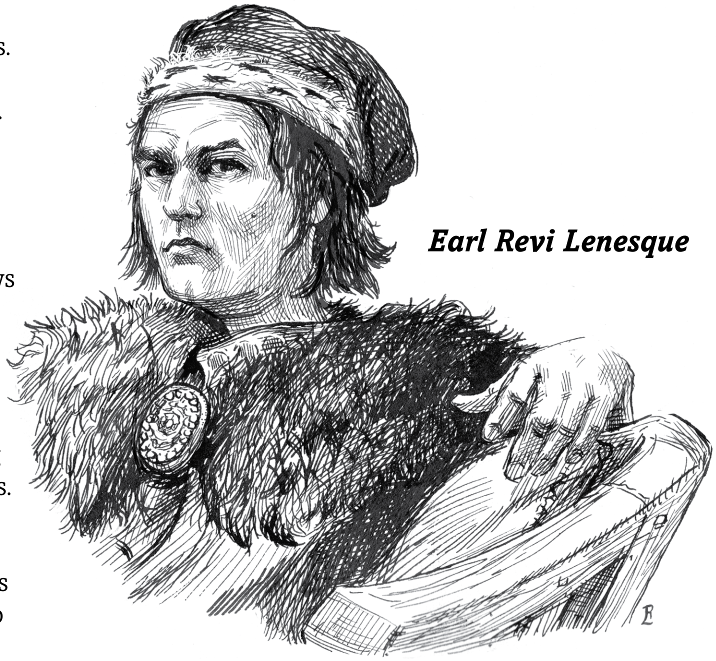
Techen land is fertile and the vibrant economy is fueled by Agrikan needs and desires. Slaughterhouses provide meat and leather; forges and smithies provide weapons and armour. The Thard River provides easy transport. Merchants bring slaves to work the productive heartland and leave rich in high-quality goods. Imported ores are used to forge weapons, armour, and ecclesiastical paraphernalia in the highest Agrikan styles. Techen brass and bronze wares are widely exported.

The earl's large herds are fat and healthy, and a common target of river pirates and bandits. He is trying to increase patrols along his borders and is considering negotiating with his northern neighbors, the Red Shadows of Herpa, to create a more effective force.

Military Forces

The wealthiest earl in Rethem, Revi has a sizeable personal army. The normal castle garrison has been reinforced by *The Right Arm,* a mercenary unit consisting of a squadron of cavalry and a company of men-at-arms. The earl maintains a personal retinue of four knights and five sergeants. The feudal levy is divided into four groups that serve three months each. The retinue knights lead mixed levy and mercenary patrols along the river to watch for invaders.

Fief	Hundred	Holder	AC	LQ	HD
TECHEN	Vimen	Lenesque	2740	1.12	82
Acrine	Vimen	Olaster	2070	1.08	43
Atand	Vimen	Norwaren	2170	1.05	44
Kerky		Bailiff	1630	1.06	33
Bendaw	Vimen	Delounny	2330	1.07	47
Grulp		Bailiff	1730	1.05	37
Bokar	Vimen	Bokaryn	2340	1.10	50
Carden	Vimen	Bailiff	1470	1.09	32
Cevamary	Vimen	Cevam	2410	1.08	51
Azory		Bailiff	1750	1.03	36
Cisbury	Vimen	Avaler	2340	1.04	47
Crium	Vimen	Delenes	2040	1.11	42
Cuthren	Hefane	Cuthren	2130	1.06	43
Diopp	Vimen	Bailiff	1580	1.10	32
Drynkar	Vimen	Bailiff	1820	1.09	37
Biffiz		Bailiff	1690	1.11	34
Lyb		Bailiff	1540	1.10	32
Goffa	Hefane	Bardael	2330	1.07	47
Honris	Vimen	Wurganaen	1840	1.08	44
Furnate		Bailiff	1640	1.08	34
Jobar	Hefane	Cyndella	2450	1.02	49
Chessarn		Bailiff	1600	1.08	35
Nurien	Saffeld	Bailiff	2060	1.12	42
Rodis		Bailiff	1590	1.09	33
Reza	Vimen	Regandy	2340	1.09	48
Thisyn	Anerath	Olandau	2530	1.08	52
Melhar		Bailiff	1680	1.08	31
Rewellen		Bailiff	1860	1.09	34
Risick		Bailiff	1710	1.07	34



Earl Revi Lenesque

THEMESON [E6] ①

Gerdel Hundred, Parachshire, 425

The forces of the Coranan Republic at Themeson kept Arlun's forces from crossing the Gomisen. The keep remained a bulwark against the Kingdom of Rethem until 708, when it was seized by the Red Shadows of Herpa. A theological dispute in the Order of Herpa the Mace led to a bloody coup in 714 that left Themeson in the hands of the Cohorts of Gashang, a new fighting order loyal to the schismatic priestesses of the Order of the Eight Demons.

The manors in Gerdel Hundred are divided between the Order of the Eight Demons and the Cohorts of Gashang. The clerical order is headquartered in Shiran and holds lands in the Republic in addition to those around Themeson. All taxes are paid to Themeson but are not passed on to Coranan or to Shostim. The Cohorts of Gashang have not sworn fealty to Chafin III and may intend to return Themeson to the Thardic Republic if certain conditions are satisfied.

Karel Delvanau, Markithra (deputy grandmistress) of the clerical order, holds Gerdel Manor from Themeson and plans a future as a senator or in another important position. She leads the ongoing secret negotiations between the Senate and the Cohorts of Gashang for the return of the land to the Republic. Crasel Merbed, the Akarata of the Cohorts of Gashang and lord of Themeson Keep, is ambitious and follows Karel's direction. The grandmistress of the Eight Demons, Merele Kantar, supports this plan. Her influence and the persuasion of the Senate will help ensure the result.

Although the Order of the Eight Demons is restricted to women, the Cohorts of Gashang is open only to men. The clerical order has a reputation for the sexual torture, mutilation, and sacrifice of male captives turned over to it by the fighting order.

Economy

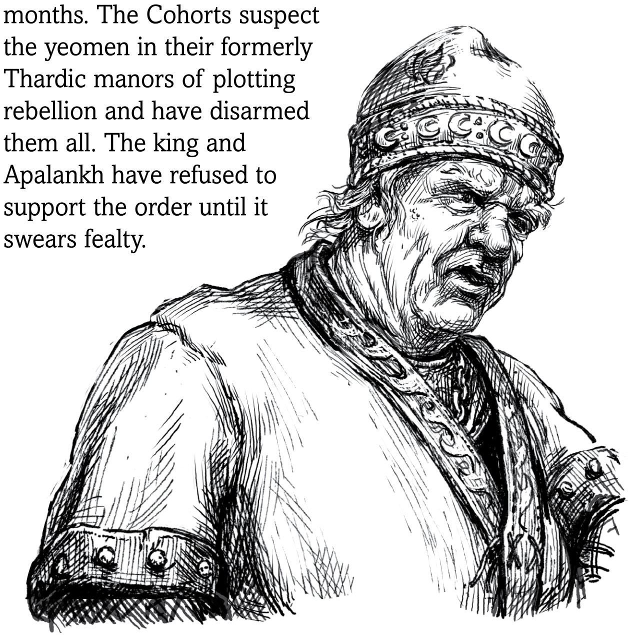
To coerce fealty from the Cohorts, the Exchequer has levied high tariffs on goods from Themeson sold in the kingdom. The Herpan orders refuse to buy goods from Themeson and Menekai's guildsmen follow suit. Akarata Crasel has struggled to keep guildsmen from leaving and seeks new markets in the Thardic Republic.

The conflicts of the past 12 years have reduced the hundred's population considerably. Many fields lie fallow for lack of peasants to work the land. Demand for slaves is high, but the income from Themeson's many mines and quarries is spent on keeping the Cohorts fed and equipped. Much revenue from Themeson's manors goes to the coffers of the clerical order, whose leaders exert unusually tight control over the Cohorts of Gashang.

Fief	Hundred	Holder	AC	LQ	HD
THEMESON	Gerdel	Akarata	4330	1.10	85
Cinar	Gerdel	Meketa	3480	1.08	73
Rouhardy		Telmen	3190	1.06	64
Spirane		Telmen	3250	1.05	67
Ernoll	Gerdel	Meketa	4250	1.10	89
Kosawhyn		[Ruin]	•	•	•
Racatten		Telmen	2950	1.05	60
Remar		[Ruin]	•	•	•
Gerdel	Gerdel	Markithra	3510	1.08	73
Boreth		Bailiff	1840	1.03	36
Culson		Bailiff	1360	1.07	29
Duny		Bailiff	1940	1.07	41
Hentath		Bailiff	1640	1.06	32
Indral		Bailiff	1590	1.10	31
Koselt		Bailiff	1680	1.09	34
Kovind		Bailiff	1890	1.05	38
Lymory		Bailiff	1730	1.07	36
Mulo		[Ruin]	•	•	•
Nafid		Bailiff	1950	1.08	40
Ormaune		Bailiff	1630	1.09	35
Shena		Bailiff	2030	1.10	47
Gesino	Gerdel	Telmen	3470	1.12	81

Military Forces

Themeson groans under the demands of the Cohorts of Gashang. One company garrisons the keep while eight more guard the manors in Gerdel Hundred. Two companies are active at all times, patrolling against incursions from Tharda but also warily watching the western border. The companies rotate every three months. The Cohorts suspect the yeomen in their formerly Thardic manors of plotting rebellion and have disarmed them all. The king and Apalankh have refused to support the order until it swears fealty.



Akarata Crasel Merbed

THIRI [E7] ♜ ①

Hesby Hundred, Zabinshire, 350

Thiri was built in 623 as a stronghold of the Golothan Theocracy and captured by Arlun in 635. Nemiran created the barony in 678 and granted it to Clan Risalsin with a feudal obligation to the Earl of Techen. The barony was Nemiran's gift to the bride's clan when Apryne Risalsin married Tarkin Araku, son of Puril, commander of Nemiran's bodyguard. Tarkin and Apryne, the parents of Chafin III, remained married until Tarkin's death in 688. Apryne, now 69, lives at Caer Chaftar in Golotha.

The current baron, Gerd Risalsin, is a quick-witted and good-humored man. Gerd is first cousin to Chafin III and is loyal to him and tries to maintain the peace between the king and his liege, the Earl of Techen. He is a faithful Agrikan and tithes without fail. The baron's holdings are constantly the target of raids by the Checkered Shield from Menekod but he refuses to be drawn into combat without the support of his earl.

The baron regularly enjoys the company of his vassal knights. Jousting is common among the younger men but the baron much prefers the hunt and dog fights.

Economy

The fief suffered immense damage in the Thard flood of 707 but has since recovered much of its wealth.

The grain and wheat fields of Hesby Hundred feed much of southern Rethem. The Rethemi and Charred cattle that graze the south bank of the Thard are raised for milk, for the plow, and for hauling heavy barges upriver. Apples and pears are used to make a popular potent dry cider. The horses of Thiri are known for their speed and are in little demand as warhorses.

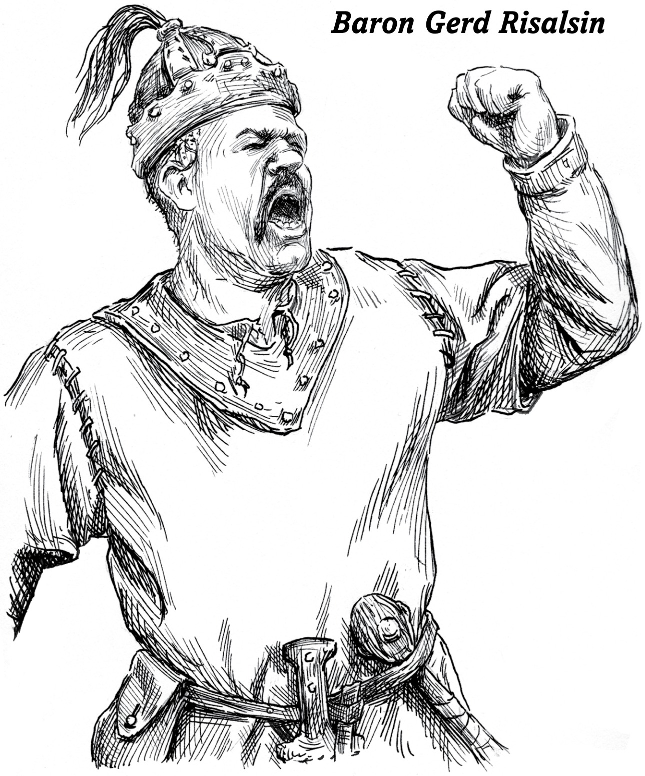
Local leather is used primarily for shoes, belts, and other workaday products. Thiri's hideworkers win no awards but prosper by selling to the mercantylers who travel the Thard between Coranan and Golotha.

Thiri has deep economic ties with settlements around Imiden, across the Kandian border. The border has been settled for some years, the economy is growing, and conflict is openly opposed by many in the guilded class.

Military Forces

The baron maintains his troops in a heightened state of preparedness along the border he shares with Kanday. He has a company-sized garrison at the keep and three knights and three sergeants in his personal retinue to defend his barony. His real strength lies in his feudal levy, of which about a quarter report for duty each season with slightly more in the summer.

Fief	Hundred	Holder	AC	LQ	HD
THIRI	Hesby	Risalsin	2680	1.15	70
Ardyn	Hesby	Zadella	2170	1.10	44
Gurtop		Bailiff	1550	1.12	30
Henap		Bailiff	1370	1.10	29
Desurin	Hesby	Bailiff	1450	1.14	27
Diren	Hesby	Cavally	2450	1.15	47
Dyther	Hesby	Bailiff	1250	1.14	25
Emsant	Hesby	Delgarth	2340	1.10	46
Gabaka	Hesby	Polaen	2310	1.09	47
Gibly	Hesby	Londaen	2340	1.14	49
Eksu		Bailiff	1370	1.09	27
Gyndel	Anerath	Jerdensyn	2420	1.10	50
Ubarney		Bailiff	1620	1.11	33
Relno	Hesby	Bailiff	1510	1.10	28
Scona	Hesby	Sconar	2580	1.12	53
Oscen		Bailiff	1630	1.09	33
Shory	Hesby	Shordael	2320	1.10	46
Stecha	Hesby	Stechal	2470	1.14	48
Liten		Bailiff	1350	1.12	28
Verl	Hesby	Delcaval	2560	1.13	55
Chenton		Bailiff	1670	1.11	35
Gude		Bailiff	1590	1.12	33



Baron Gerd Risalsin

TORMAU [C6] ① ⚓

Deryath Hundred, Hohnamshire, 600

Built in 405 as a Corani keep, Tormau has been held by Clan Lynnaeus since 588. Earl Denyl Lynnaeus is Chafin III's most dangerous and powerful rival.

The earl is a ruthless, masterful politician. His allies among the Kubora enrich him and threaten the Warriors of Mameka on his northern flank. He built Weseda Keep in 711 without royal approval and seized Ithius in 713. Little stands between him and either an independent kingdom or an earldom within a strong, wealthy Kanday.

Denyl Lynnaeus has no direct heir, his wife having died in 704 shortly after their wedding. His niece and nephew, whose claim to the throne is senior to that of Chafin III, reside in safety at Tormau with their father.

Tormau is noted for its religious freedom. The earl believes Peonianism helps maintain order. Clan Lynnaeus were once Balshans but fought against the Theocracy of Tekhos; the Morgathian Church is discouraged in Tormau. No god can compete with the earl's ambition; he will deal with anyone he can use, including the Gurim.

Economy

Tormau's location allows it to control trade with the Kubora of Peran. The fief produces excellent ships and charcoal and trades in timber, herbs, and pelts acquired in exchange for preserved foods and manufactured goods.

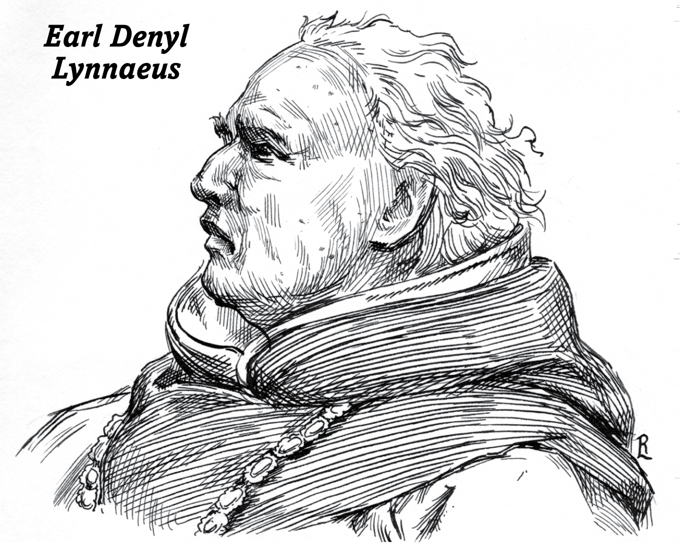
The guildmaster of Rethem's shipwrights is based at Tormau. His Lythian-style venars are superior at navigating against the persistent southwest winds of Boka Bay. Tormau is the leading whaling port of western Hârn, putting no fewer than four 48-foot niviks to sea every Ilvin, some with Ivinian and Kuboran crewmen.

Tormau's men have rooted out the pirates that once beset the coasts along this part of the Gulf of Pendos. The earl now has more than 20 of their confiscated ships that he uses for communications and transport.

Military Forces

Given the tense situation with the king, the earl maintains a large standing army. Construction of a palisade wall around the town began last year. Caer Tormau is strongly garrisoned and the earl has a personal retinue of three knights and three sergeants. He retains three companies of the *Warriors of the Bloody Mace* to support his army, which also includes an Ivinian warband and a group of Kubora tribesmen. The Ivinians have four warboats, giving the earl a degree of mobility unmatched by all but the Companions of Roving Doom. The earl often pardons brigands in exchange for their service in his growing army, using them as irregular raiders against the lands held by Chafin III and his allies.

Fief	Hundred	Holder	AC	LQ	HD
TORMAU	Deryath	Lynnaeus	1600	1.18	63
Arbenel	Deryath	Bailiff	1710	1.18	37
Chesa	Deryath	Bailiff	1890	1.18	41
Damorane	Cethary	Damor	1870	1.14	40
Barute		Bailiff	1370	1.13	28
Deyal	Cethary	Paquern	1750	1.10	38
Inderath		Bailiff	1680	1.08	32
Erdel	Cethary	Bolandey	1720	1.12	36
Delin		Bailiff	1460	1.12	30
Findameth	Deryath	Finday	1940	1.09	42
Hetany	Cethary	Lourney	2150	1.13	44
Gossy		Bailiff	1520	1.12	31
Ledina		Bailiff	1560	1.12	33
Keserin	Adanal	Keseryn	1810	1.13	38
Ganemelt		Bailiff	1770	1.15	37
Meles		Bailiff	1670	1.12	35
Kreta	Deryath	Bailiff	1640	1.18	36
Meneth	Cethary	Menetta	1930	1.17	43
Olday	Cethary	Lynnaeur	1790	1.16	38
Dabout		Bailiff	1620	1.15	34
Everel		Bailiff	1570	1.16	32
Helume		Bailiff	1630	1.14	34
Yandy		Bailiff	1740	1.13	39
Quelf	Cethary	Doranny	1650	1.15	35
Ulbary		Bailiff	1350	1.12	28
Skema	Cethary	Kemally	2060	1.16	47
Strade	Cethary	Tardyne	2300	1.10	48
Sakiel		Bailiff	1460	1.09	31
Urath	Cethary	Pondaury	1710	1.12	36
Wemelren		Bailiff	1600	1.10	31
Vobern	Cethary	Voberry	1690	1.11	35
Masar		Bailiff	1530	1.13	34
Vunger	Cethary	Aretsyn	1570	1.10	32
Zinfeld	Deryath	Bailiff	1740	1.18	37



Earl Denyl Lynnaeus

WESEDA [D7] ♜ ① ⚓

Narterin Hundred, Zabinshire, 275

Weseda is one of the two holdings of the Earl of Tormau in southern Rethem. Earl Denyl Lynnaeus built the keep at Weseda in 711 without royal approval. In addition to protecting important sources of salt, iron, and stone, Weseda secures sea access to the earl's lands around Henwe. Constable Petryn Horsik is loyal to his liege and close to the Baron of Henwe.

As in Henwe, some of Weseda's manors are populated by families of troops originally employed in Chafin II's bloated Royal Guard. When Chafin III dismissed more than half the guard, many were immediately offered land by Earl Lynnaeus in exchange for their service as yeomen. Five of them are bailiffs under Petryn; they are inexperienced landholders and have yet to show they can profitably manage a manor.

The constable employs two "sages" who travel regularly from Golotha to assist him with the fief's accounts. These men have been showing an interest in the ancient hill fort beneath the keep and the small barrow grave cemetery nearby.

Economy

With help from his liege, Sir Petryn has invested heavily in the Metalsmiths' and Weaponcrafters' Guilds, which are well-represented in this hundred. Most of the iron from the local mine is worked into goods to be shipped to Tormau on the constable's venar. Surplus is traded to Golotha and throughout Zabinshire. The finished products are of exceptional quality and bear the famous double-skull mark of Weseda's smiths.

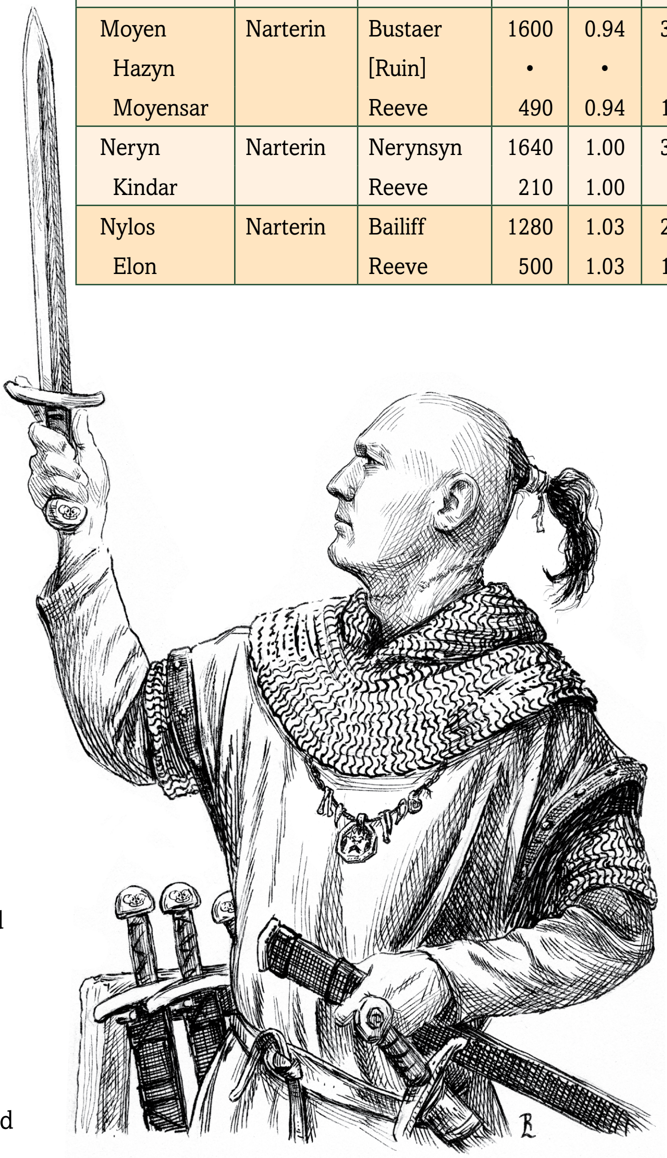
Two niviks are used to fish most of the year and for whaling in the autumn. Goats are raised for milk and mohair. The salt pans on Merda Hook are quite productive and enough stone is extracted from the local quarry to allow export.

Military Forces

Although Chafin II lacked the will to discipline the Earl of Tormau for establishing Weseda without permission, his successor is not so timid. The constable maintains constant readiness against possible attack by the king's forces. His personal retinue of two knights and three sergeants augments the keep garrison.

The fief has a well-trained feudal levy, one third of which musters at Weseda each season except winter. Sir Petryn's forces could not defend Weseda for very long, so he must depend on reinforcement from Tormau. The constable maintains a dovecote of carrier pigeons trained to fly to Tormau.

FIEF	HUNDRED	HOLDER	AC	LQ	HD
WESEDA	Narterin	Constable	2020	1.02	55
Chenry	Narterin	Janestau	1950	1.01	39
Altrien		Bailiff	1450	1.00	24
Merda		Reeve	180	1.00	8
Quirol		Bailiff	1670	0.97	33
Ensteda	Narterin	Bailiff	1680	1.04	34
Hensil	Narterin	Bailiff	1820	1.02	36
Losardy	Narterin	Lakanter	2430	0.90	42
Pendos		Bailiff	1460	0.99	27
Medarsyn	Narterin	Medarsyn	2070	1.05	41
Meremar	Narterin	Hostudy	2170	1.01	43
Fical		Bailiff	1520	0.92	29
Moyen	Narterin	Bustaer	1600	0.94	31
Hazyn		[Ruin]	•	•	•
Moyensar		Reeve	490	0.94	10
Neryn	Narterin	Nerynsyn	1640	1.00	30
Kindar		Reeve	210	1.00	7
Nylos	Narterin	Bailiff	1280	1.03	21
Elon		Reeve	500	1.03	10



Constable Petryn Horsik

WINEN [C6] ♜ ①

Cethary Hundred, Hohnamshire, 310

King Chafin I established Winen on royal lands in 701 as a check to the growing power of Clan Lynnaeus of Tormau. Many folk believe Clan Lynnaeus had the king assassinated in 703 to avenge this insult.

Winen is the shire moot of Hohnamshire, and its sheriff, Sir Rihar Porteh, was intended to be the crown's eyes and ears in northern Rethem. Sir Rihar is a notorious scoundrel with little imagination but considerable ambition. The Earl of Tormau has been attempting to sway his loyalty. The sheriff is sympathetic to the earl as a political expedient and as a result of the earl's bribes. The financial benefits of working with the earl and his Kubora allies are undeniable; it will be very hard for Rihar to surrender them if his atrophied conscience should raise objections.

Sir Erych Kasta, Chancellor of Rethem, suspects the sheriff's loyalties. He considers it a priority to bring Sir Rihar to heel or to replace him before he joins forces with Tormau and becomes difficult to remove.

Sir Rihar continues to raise and pay taxes to the crown but has begun to use delaying tactics and invent excuses. The Earl of Tormau has indicated to Sir Rihar that substantial benefits might accrue if he had a local liege with a mind for commerce.

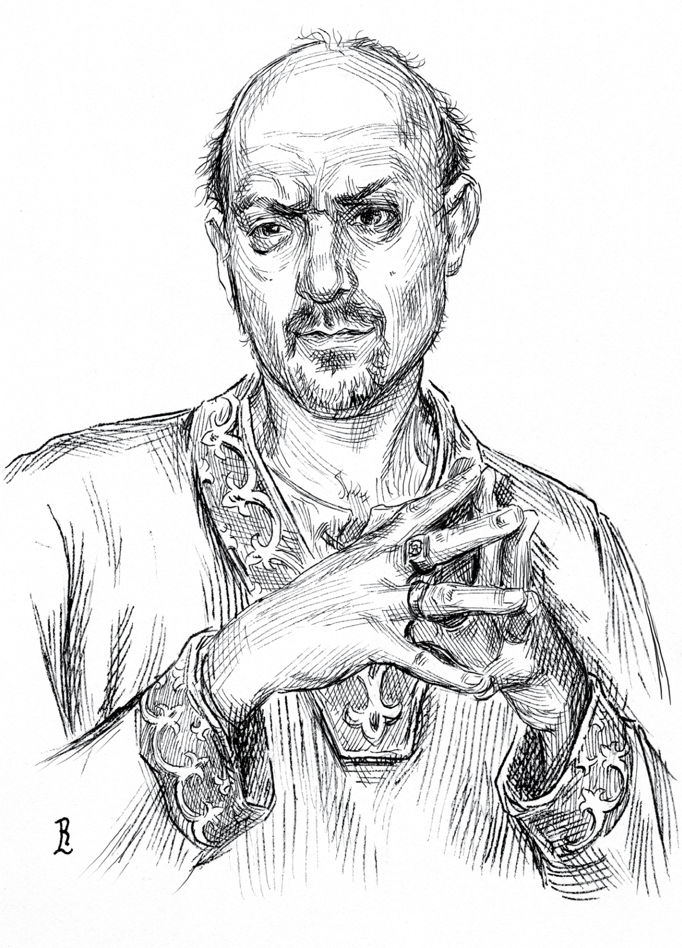
Economy

Kuboran trappers and local timberwrights provide much of the area's exportable goods. The pine forest is harvested by charcoalers for pitch and ash. Hardwood copses provide ship-loads of charcoal to Golotha and other southern settlements. Winen generates significant wealth from furs and medicinal herbs collected in the hills south of the manors. The lead mine in Rylosin Forest is productive and well protected.

Military Forces

Even a casual observer can see that, despite being surrounded by the Earl of Tormau's troops, the Sheriff of Hohnam has not taken any extraordinary efforts to strengthen his defenses. His retinue of one knight and four sergeants modestly reinforces the company garrisoning the keep. The constable recalls his levy just once a year and rarely even for the whole three months.

Fief	Hundred	Holder	AC	LQ	HD
WINEN	Cethary	Sheriff	2140	1.17	62
Adanal	Adanal	B/H	1880	1.12	39
Kuba		Bailiff	1730	1.10	37
Deryath	Deryath	B/H	2090	1.13	44
Ressa		Bailiff	1730	1.12	38
Emeter	Emetern	B/H	1870	1.04	39
Furo	Cethary	Bailiff	2160	1.17	46
Jenath	Jenath	B/H	1680	0.95	34
Lujay	Falwyn	B/H	1770	1.10	38
Riens	Cethary	Bailiff	1840	1.13	40



Sheriff Rihar Porteh

ZAZA [D6] ♜ ①

Jenath Hundred, Hohnamshire, 285

A fortress was built at Zaza by the Corani Empire in 403. Arlun was fond of hunting in the lands around the fort and improved its defenses. After being petitioned by the Earl of Ithiko, Nemiran created the barony of Zaza in 677 and granted it to Clan Paque.

The present baron, Sir Styfen Paque, is considering his loyalties carefully in view of the enmity between the Earl of Tormau and his liege at Ithiko. Zaza is a strategically and economically vital holding for Ithiko and the baron enjoys the attention lavished upon him by his liege. He can see Tormau's rising star and is cautiously friendly to the occasional emissaries sent by the Earl of Tormau.

The baron is a contemplative man whose skill in the jousts as a young man is now a fond memory. He is only recently literate and takes great pleasure from reading Agrikan scripture. He has a great memory for detail. His sister is the ailing wife of Herrin Barzak, Earl of Ithiko, and Sir Paque fosters the earl's two grandsons.

Economy

The tin mines in Arketh Moor are productive yet difficult to work. The mines are well protected from the Utcin Kubora by the baron's men, but this is expensive.

Jenath Hundred is well known for sheep. Woolens are exported locally and through Ithiko to Golotha. Sir Styfen, a thrifty man, enjoys mutton rather more often than is expected in noble circles. A local ochre dye from the moor is popular with the Agrikan fighting orders and is exported by the barrelful.

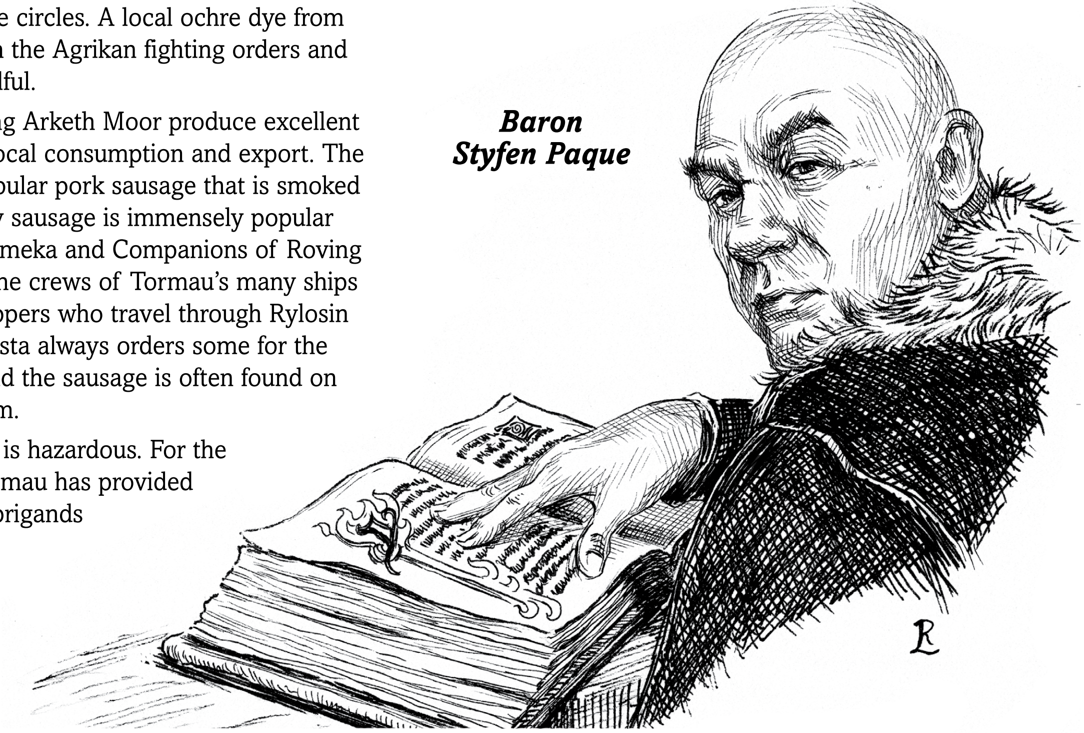
Goats pastured along Arketh Moor produce excellent cheese and mohair for local consumption and export. The baron also exports a popular pork sausage that is smoked and eaten dry. The spicy sausage is immensely popular with the Warriors of Mameka and Companions of Roving Doom. It is a staple of the crews of Tormau's many ships and the hunters and trappers who travel through Rylosin Hundred. Chancellor Kasta always orders some for the king's hunting parties and the sausage is often found on the royal table in Shostim.

Travel around Zaza is hazardous. For the last year, the Earl of Tormau has provided sanctuary to a band of brigands active in the area.

FIEF	HUNDRED	HOLDER	AC	LQ	HD
ZAZA	Jenath	Paque	2510	0.94	57
Dessalon	Jenath	Bailiff	1520	0.93	29
Kelic	Jenath	Klady	2080	0.90	41
Nefica		Kladysyn	2010	0.89	40
Tadly		Bailiff	1360	0.92	24
Lincae	Jenath	Bailiff	1610	0.93	30
Gabor		Bailiff	1470	0.92	27
Omista	Jenath	Durzaen	1460	0.93	28
Luren		Reeve	490	0.93	10
Selure	Jenath	Arcansyn	2140	0.91	44
Taborny	Jenath	Nemartyn	1920	0.87	42
Perath		Bailiff	1240	0.91	23

Military Forces

The baron is the Earl of Ithiko's only remaining major vassal and Zaza is on the probable invasion route should hostilities break out with Tormau. Sir Styfen has tried to strengthen his position by retaining two very experienced knight-captains and two battle-hardened sergeants as his personal retinue. The senior knight and sergeant have been given the task of training his small garrison, while the other two have been put in charge of training the knights and yeomen of the small feudal levy. One third of the levy is mustered each season except winter. They conduct training, reinforce the garrison, and patrol the road to Quiso.



Baron Styfen Paque

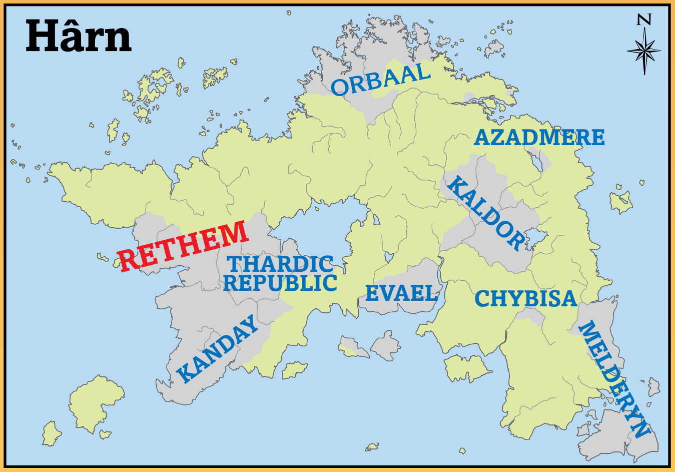
The following is a list of all Rethemi settlements on the Atlas Hârnica maps. Settlements in Kanday and the Thardic Republic are not listed. To obtain specific political and economic data for any Rethemi settlement, refer to the named subinfeudated list in this article.

Abeggy	ITHIKO
Abethar	OMNIS
Acrine	TECHEN
Adanal	WINEN
Aklima	ARKETH
Alaban	HENWE
Alesen	BEDENES
Aleton	OMNIS
Alfor	MENEKAI
Alona	SHOSTIM
Altona	HENWE
Altrien	WESEDA
Alwyn	ITHIKO
Anaseda	OMNIS
Anerath	CHAKTA
Anra	OMNIS
Aravune	DASEN
Arbenel	TORMAU
Ardban	BEKAR
Ardyn	THIRI
Arekel	SENUN
Arguth	OMNIS
Arien	MENEKAI
Arketh	ARKETH
Atand	TECHEN
Audel	SHOSTIM
Avonel	ITHIKO
Azory	TECHEN
Balden	QUISO
Barute	TORMAU
Bedenes	BEDENES
Bekar	BEKAR
Beligar	NORIENAR
Belnau	SHOSTIM
Bendaw	TECHEN
Bendry	NORIENAR
Benik	ITHIKO
Benith	SHOSTIM
Benost	DASEN
Benric	BEKAR
Bethel	SHOSTIM
Biffiz	TECHEN
Bildel	HENWE
Bodeda	ARKETH
Bokar	TECHEN
Bontay	MENEKAI
Bonvay	PHIRA
Boreth	THEMESON
Bremin	SENUN
Brigarry	MENEKAI
Brinal	SENUN
Byced	BEDENES
Cantonarn	MENEKAI
Carden	TECHEN
Carmae	QUISO
Cedury	ITHIKO
Cendeth	PHIRA
Cevamary	TECHEN
Chafta	SHOSTIM
Chakta	CHAKTA
Chenin	SENUN
Chenry	WESEDA
Chenton	THIRI
Chesa	TORMAU
Chessarn	TECHEN
Chymae	SHOSTIM
Chyren	HYEN
Cinar	THEMESON
Cisbury	TECHEN
Claine	OMNIS
Clasdy	ITHIKO
Cleme	QUISO
Clerny	DASEN
Colhu	SHOSTIM
Colidary	MENEKAI
Conayle	QUISO
Consut	OMNIS
Cozune	MENEKAI
Crady	NORIENAR
Crium	TECHEN
Culson	THEMESON
Cuseda	OMNIS
Cuthren	TECHEN
Cyneris	HENWE
Dabarqu	OMNIS
Dabout	TORMAU
Dalesin	OMNIS
Damorane	TORMAU
Darquen	HYEN
Dasath	BEDENES
Dasdel	QUISO
Dasen	DASEN
Daskar	ARKETH
Deceiba	MENEKAI
Delin	TORMAU
Delwen	CHAKTA
Denit	BEKAR
Depaxe	HYEN
Deryath	WINEN
Dessalon	ZAZA
Desurin	THIRI
Detaka	ITHIUS
Deya	ITHIKO
Deyal	TORMAU
Dibly	SHOSTIM
Diopp	TECHEN
Diren	THIRI
Dobay	QUSTE
Dorek	SHOSTIM
Doslar	DASEN
Dracut	SHOSTIM
Drynkar	TECHEN
Dulaz	MENEKAI
Duny	THEMESON
Durny	SHOSTIM
Dyrine	PHIRA
Dyther	THIRI
Ebath	SENUN
Ebery	QUISO
Ekethy	SENUN
Ekinda	CHAKTA
Eksu	THIRI
Elachen	MENEKAI
Elon	WESEDA
Emesa	BEDENES
Emeter	WINEN
Emsant	THIRI
Endarn	ITHIKO
Ensteda	WESEDA
Erdel	TORMAU
Erism	ITHIUS
Ernoll	THEMESON
Ernym	PHIRA
Esbony	CHAKTA
Everel	TORMAU
Ewold	HYEN
Exlar	QUSTE
Fardeth	ITHIKO
Faymul	ITHIUS
Femal	SHOSTIM
Fesenor	SHOSTIM
Feuke	SHOSTIM
Fical	WESEDA
Findameth	TORMAU
Finiz	HYEN
Firath	ARKETH
Fleras	NORIENAR
Flerien	CHAKTA
Formae	HENWE
Furnate	TECHEN
Furo	WINEN
Gabaka	THIRI
Gabor	ZAZA
Galven	SENUN
Ganemelt	TORMAU
Gerdel	THEMESON
Gesino	THEMESON
Gibly	THIRI
Gjorn	MENEKAI
Goffa	TECHEN
Goke	SHOSTIM
Goleyn	SHOSTIM
Gomis	HENWE
Gonedy	SHOSTIM
Gorn	PHIRA
Gossy	TORMAU
Grulp	TECHEN
Grumute	OMNIS
Gude	THIRI
Gundy	MENEKAI
Gurtop	THIRI
Gyndel	THIRI
Hacus	SHOSTIM
Halda	QUSTE
Hapik	ARKETH
Hask	BEDENES
Haudy	ITHIKO
Havu	ITHIUS
Hazyn	WESEDA
Hefane	SHOSTIM
Hejuny	HYEN
Helume	TORMAU
Hemet	SENUN
Henap	THIRI
Hengel	BEDENES
Hensil	WESEDA
Hentath	THEMESON
Henwe	HENWE
Hersel	OMNIS
Hesby	CHAKTA
Hesla	SENUN
Hetany	TORMAU
Hitra	NORIENAR
Hobessy	ARKETH
Hodyn	NORIENAR
Holaseth	BEDENES
Holoth	DASEN
Homaty	MENEKAI
Honris	TECHEN
Horath	MENEKAI
Hubael	SHOSTIM
Hullen	ARKETH
Hydmir	HENWE
Hyen	HYEN
Ibral	CHAKTA
Idel	SENUN
Ilaru	SHOSTIM
Inbery	MENEKAI
Indathy	SHOSTIM
Inderath	TORMAU
Indral	THEMESON
Iram	ARKETH
Ithdan	OMNIS
Ithiko	ITHIKO
Ithius	ITHIUS
Jador	ITHIUS
Jargha	HYEN
Jenath	WINEN
Jeun	HENWE
Jibis	OMNIS
Joas	ITHIKO
Jobar	TECHEN
Jyatt	MENEKAI
Kalinad	PHIRA
Kally	SHOSTIM
Karvu	ITHIKO
Kasby	OMNIS
Kasli	QUISO
Kastel	PHIRA
Kelesa	CHAKTA
Kelic	ZAZA
Kelos	SENUN

Keris ... ARKETH
Kerky ... TECHEN
Keserin ... TORMAU
Kibly ... BEDENES
Kifa ... SENUN
Kindar ... WESEDA
Kithaldy ... BEKAR
Koliff ... SHOSTIM
Kosawhyn ... THEMESON
Koselt ... THEMESON
Kovind ... THEMESON
Kovindath ... SHOSTIM
Kreta ... TORMAU
Kuba ... WINEN
Kusardy ... PHIRA
Kusky ... SENUN
Kusuma ... DASEN
Labarn ... OMNIS
Lagny ... ARKETH
Lardon ... CHAKTA
Larton ... HENWE
Laxle ... NORIENAR
Ledina ... TORMAU
Lemior ... ITHIKO
Lenoth ... BEKAR
Lidel ... PHIRA
Liforn ... OMNIS
Lincae ... ZAZA
Lismurn ... MENEKAI
Liten ... THIRI
Lorut ... HYEN
Lorutyn ... HYEN
Losardy ... WESEDA
Luant ... PHIRA
Lujay ... WINEN
Luren ... ZAZA
Lyb ... TECHEN
Lymory ... THEMESON
Manay ... MENEKAI
Masar ... TORMAU
Maurine ... SHOSTIM
Medarsyn ... WESEDA
Medava ... BEDENES
Meleran ... PHIRA
Meles ... TORMAU
Melhar ... TECHEN
Melsh ... ITHIKO
Melton ... SENUN
Menekai ... MENEKAI
Meneth ... TORMAU
Merda ... WESEDA
Merdis ... GOLOTHA
Meremar ... WESEDA
Mereth ... NORIENAR
Meril ... SHOSTIM
Merila ... BEKAR
Merne ... DASEN
Mertes ... QUISO
Metass ... HENWE
Methindy ... NORIENAR
Mezena ... PHIRA
Minlarein ... SENUN
Moass ... QUSTE
Monrein ... CHAKTA
Mosset ... BEKAR
Moyen ... WESEDA
Moyensar ... WESEDA
Mulo ... THEMESON
Munt ... ITHIKO
Myrdael ... NORIENAR
Nafid ... THEMESON
Narmal ... SENUN
Narterin ... CHAKTA
Nefica ... ZAZA
Neke ... BEKAR
Nekela ... PHIRA
Nend ... NORIENAR
Neryn ... WESEDA
Nessa ... QUISO
Nodarquen ... HYEN
Nolisa ... ITHIUS
Nomdel ... SHOSTIM
Norienar ... NORIENAR
Noris ... MENEKAI
Norkan ... QUSTE
Nouserin ... SENUN
Nurien ... TECHEN
Nylen ... SHOSTIM
Nylos ... WESEDA
Odeny ... QUISO
Ofyn ... SENUN
Olan ... CHAKTA
Olday ... TORMAU
Omista ... ZAZA
Omnis ... OMNIS
Opindy ... MENEKAI
Ormany ... PHIRA
Ormaune ... THEMESON
Oscen ... THIRI
Pabjeme ... HENWE
Padros ... SENUN
Pako ... PHIRA
Pendos ... WESEDA
Penor ... BEDENES
Perath ... ZAZA
Pesem ... DASEN
Phira ... PHIRA
Pindar ... GOLOTHA
Pindost ... QUSTE
Pitsey ... SHOSTIM
Plendy ... HENWE
Pobur ... SHOSTIM
Poraty ... SHOSTIM
Pordyn ... NORIENAR
Purak ... NORIENAR
Pymern ... OMNIS
Pynat ... NORIENAR
Quelf ... TORMAU
Quirol ... WESEDA
Quiso ... QUISO
Quste ... QUSTE
Quyn ... DASEN
Raboder ... BEKAR
Racatten ... THEMESON
Raga ... SHOSTIM
Ranath ... HYEN
Ranhel ... QUSTE
Rantyn ... ITHIUS
Rathy ... SHOSTIM
Reben ... SHOSTIM
Relno ... THIRI
Remar ... THEMESON
Remardy ... SHOSTIM
Ressa ... WINEN
Retu ... BEKAR
Rewellen ... TECHEN
Reza ... TECHEN
Riens ... WINEN
Risick ... TECHEN
Rivarny ... SENUN
Robelt ... MENEKAI
Rodis ... TECHEN
Romus ... HENWE
Rosby ... SHOSTIM
Rotiba ... SHOSTIM
Roub ... BEKAR
Rouhardy ... THEMESON
Rovan ... SHOSTIM
Rusney ... ITHIUS
Rymen ... CHAKTA
Rynka ... GOLOTHA
Sabenny ... NORIENAR
Sadzil ... OMNIS
Saffeld ... SHOSTIM
Sakiel ... TORMAU
Sathan ... QUSTE
Scona ... THIRI
Scutal ... BEDENES
Sela ... BEKAR
Seladin ... SHOSTIM
Selain ... BEKAR
Selure ... ZAZA
Senun ... SENUN
Shantul ... MENEKAI
Shena ... THEMESON
Shespin ... QUISO
Shory ... THIRI
Shostim ... SHOSTIM
Sikandel ... BEKAR
Skema ... TORMAU
Solga ... ARKETH
Sorus ... OMNIS
Spirane ... THEMESON
Spoan ... SHOSTIM
Stecha ... THIRI
Strade ... TORMAU
Straen ... ITHIUS
Stuve ... NORIENAR
Surkath ... HYEN
Swary ... NORIENAR
Syrale ... SHOSTIM
Taborny ... ZAZA
Tadly ... ZAZA
Tarion ... QUISO
Techen ... TECHEN
Tek ... QUISO
Telmary ... OMNIS
Tenos ... BEKAR
Teregan ... ARKETH
Teskirem ... SENUN
Themeson ... THEMESON
Thion ... CHAKTA
Thiri ... THIRI
Thisand ... ARKETH
Thisyn ... TECHEN
Timrola ... SHOSTIM
Tobi ... HYEN
Tocun ... OMNIS
Tolin ... NORIENAR
Tolorn ... NORIENAR
Torkat ... BEDENES
Tormau ... TORMAU
Touny ... BEKAR
Trele ... QUSTE
Trell ... NORIENAR
Trevorman ... GOLOTHA
Trollah ... ITHIKO
Tushive ... OMNIS
Tyane ... SHOSTIM
Tyce ... NORIENAR
Tyradel ... OMNIS
Ubarney ... THIRI
Udyna ... QUISO
Ulandi ... HYEN
Ulbary ... TORMAU
Urath ... TORMAU
Urmor ... OMNIS
Uvendel ... HYEN
Vareth ... BEKAR
Vekin ... OMNIS
Verl ... THIRI
Viberly ... BEKAR
Vimen ... SHOSTIM
Vinarsa ... SHOSTIM
Vitab ... OMNIS
Vobern ... TORMAU
Vonath ... NORIENAR
Vunger ... TORMAU
Warein ... BEKAR
Wemelren ... TORMAU
Weseda ... WESEDA
Wezena ... HYEN
Whuven ... ARKETH
Wiff ... SHOSTIM
Winen ... WINEN
Wolendale ... HYEN
Woryn ... HENWE
Yalit ... CHAKTA
Yandy ... TORMAU
Yaraby ... ITHIKO
Yaraka ... ITHIKO
Yedan ... SHOSTIM
Yediro ... SHOSTIM
Yenda ... CHAKTA
Yestil ... QUSTE
Yindela ... ARKETH
Zaza ... ZAZA
Zinfeld ... TORMAU
Zurosa ... HYEN

RETHEM

KINGDOM MODULE



HârnWorld®

- ***Our World, Your Rules:*** HârnWorld is a medieval world designed specifically for fantasy gaming and suitable for any rule system.
- ***Our Setting, Your Story:*** Run your epic quests within a believable, stable, and rational world.
- Quality, detail, and consistency are our hallmarks. Nothing is better.

COLUMBIA GAMES INC.
PO Box 1600
Blaine, WA 98231 U.S.A.
www.columbiagames.com

Rethem is a fractious feudal kingdom on the western coast of Hârn. The kingdom's politics are dominated by the "black-souled and evil" churches of Agrik and Morgath. The threat of warfare between religious orders compounds the danger posed by rivalries between feudal lords. The political situation is far from settled and the threat of civil war looms over the kingdom.

Rethem is bounded by the Kingdom of Kanday to the south, the Peran wilderness to the north, and the Thardic Republic to the east. With a long history of violence, a rulership built on cunning and strength, and a shaky political structure, Rethem is viewed warily by its neighbors.

King Chafin III's precarious rule relies on a network of allegiances created by the careful placement of kin and the manipulation of competing loyalties that he may not fully command. Chafin often uses the threat of invasion to keep his rivals off guard. Five of Rethem's seven monarchs have died violently, and Chafin prefers his castle at Shostim to the royal castle in Golotha.

The kingdom's largest settlement, Golotha sits at the mouth of the region's main trade artery, the Thard River. The Thard valley has long been one of the most densely populated regions of Hârn and boasts the strongest economy in the west. The river brings goods from the east, while Golotha is a major trade center for whale oil and other riches of the sea. The kingdom's northern forests are rich in timber, furs, and mineral wealth.

The *Kingdom of Rethem* module is supplemented by other Columbia Games publications, including castles, keeps, atlas maps, and adventure sites that provide a variety of opportunities for role-playing enjoyment.